

ISSUE NO.
224
OCTOBER

GTM

GAME TRADE MAGAZINE

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KEYFORGE™

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RICHARD GARFIELD

IN THIS ISSUE:

- IT'S GOOD TO BE BAD! BECOME ONE OF DISNEY'S FAMOUS VILLAINS AND TAKE ON THE HEROES FROM CLASSIC FILMS, AND YOUR OPPONENTS, IN RAVENSBURGER'S *VILLAINOUS*!
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COVER STORY



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By Fantasy Flight Games

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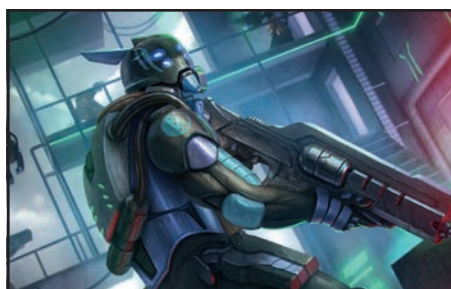
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Rick and Morty

THE RICKSHANK RICKDEMPTION DECK-BUILDING GAME



You want to know more about **Rick and Morty: The Rickshank Rickdemption Deck-Building Game**? We can tell you everything you want to know ... for a price.

This is the sequel to **Rick and Morty: Close Rick-Counters of the Rick Kind Deck-Building Game**. We know the blemflarck just tanked, so we won't even force you to buy the original to play this game. You can play this one standalone or mix the two together for a concoction almost as tasty as the Szechuan Sauce card you'll find in this set.

This new game also features a set of Council cards that will cause voting among the players to enact new rules, dramatic one-time effects, and other mysterious situations. Access Tokens give you votes (and a shot at devaluing the Galactic Federation currency from 1 to 0), so get them before they're all gone! And if they're gone, scratch and claw them away from your foes!

MSRP: \$40

**Release date:
Holiday 2018**



2-5



17+



45 min

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ENTERTAINMENT

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[adult swim]

Greetings Dear Readers!

Autumn is in full swing and the ol' GTM Bullpen is definitely gearing up for Halloween!

Halloween has **always** been one of my favorite holidays – whether it was dressing up to Trick or Treat with family and friends, decorating the house, or just enjoying some spook-tacular games, Halloween has always been a favorite holiday to celebrate in my home.

As a wiser person than I once said, *"It's the one holiday that's purely for the kids"* – which is totally correct, but I would also add *"and the kids-at-heart."*

And speaking of kids-at-heart, we've definitely packed some goodies for you in this month's issue!

We begin with an exclusive promo card for Smirk and Dagger's Cthulhu-themed Tower of Madness; and be sure to also check out the article from Curt Covert for some excellent behind-the-scenes info on how this game of unspeakable horror – and marbles – came to be!

That's not all of the Lovecraftian-inspired content this issue – Sandy Petersen talks Great Cthulhu and the Old Ones in his article about the Cthulhu Mythos sourcebook for the Pathfinder role-playing system.

We also hear from Ravensburger about their new game, Villainous! Take on the heroes and events of various classic films as you assume the role of one of Disney's most dastardly villains, while your fellow villains try to stymie your plans. It's never been so fun to be so bad.

While we're on the subject of fun, be sure to check out new details about Keyforge from Fantasy Flight Games. This all-new card game from Richard Garfield definitely takes a new approach to deck strategy that's unique and entertaining. I got to try Keyforge out while at Gen Con this year, and we had a pretty good time with it!

Really, there's so much great content in this issue that we can't list it all here, so dig in and enjoy!

Last, and certainly not least, if you're at PAX Unplugged in Philly next month, be sure to swing by the GTM booth, say "Hi!", and grab a copy of the magazine or any of the promos we'll have at the show.

All treats, no tricks. That's how we do it at GTM. :)

Game on,
-JG



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jlg@alliance-games.com

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1940 Greenspring Drive, Suite I-L • Baltimore, MD 21093
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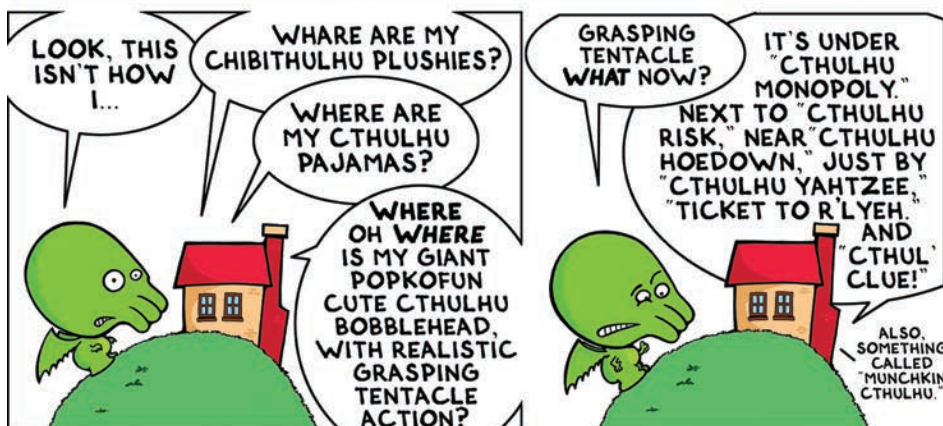
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STAR WARS™

DESTINY

ACROSS THE GALAXY



Prepare for adventure with *Across the Galaxy*, a new set of boosters for *Star Wars™: Destiny*, the collectible dice and card game of epic duels! *Across the Galaxy* introduces the characters of *Solo: A Star Wars Story* into the game, letting you test your luck with a young Han Solo, Lando Calrissian, and more characters of nebulous morality. But what's an adventure without a proper ship? Collect iconic vehicles like Tie fighters, X-wings and the *Millennium Falcon* and customize them with the new mod mechanic! All this and more awaits you in *Star Wars: Destiny*, so prepare your ship and explore the unknown with *Across the Galaxy*!

ACROSS THE GALAXY BOOSTER PACKS
SWD13a \$2.99 each



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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



Designer Diaries: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #203
GTM contains articles on tabletop, previews and reviews, game related fiction, and self contained games and game modules, along with subscription information on upcoming game releases.
GTM #203 \$3.99

ALC STUDIO



FIRETEAM ZERO: EUROPE CYCLE EXPANSION
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children", "Lightning Hour", and "The Last Boot").
Scheduled to ship in November 2016.
AUC #T202 \$19.99

ALC STUDIO

KEY
There are symbols and terms found throughout Game Trade Magazine. They mean the following:

Offered Again (O/A)
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

PI
Your store will set the price for all items labeled "PI". Check with your retailer.

GAMES

INFLATABLE WW2

Scheduled to ship in November 2016.

17POR SHELL (USED BY THE SHERMAN/FIREFLY)
AUC #RSH003 \$15.00

75MM AP SHELL (USED BY THE M4 SHERMAN)
AUC #RSH001 \$10.00

89MM SHELL (USED BY THE TIGER 1)
AUC #RSH002 \$15.00

SPOTLIGHT ON



JIM HENSON'S LABYRINTH: THE BOARD GAME
Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn her into a goblin herself? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, Labyrinth. Scheduled to ship in November 2016.
AUC #RLAB01 \$50.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON



MYSTIC VALE: VALE OF MAGIC EXPANSION
The forces of nature and Gaea's blessings are not enough to stop the curse from spreading throughout the Vale of Uld. The druidic clan are now harnessing the power of arcane magic to resist the light and hold the land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new advancement and role cards to the base Mystic Vale game, giving players more card-playing options and exciting new possibilities for powerful combat!
AEG #SB4 \$29.99

ASMODEE EDITIONS



AYE DARK OVERLORD! (THE GREEN BOX)
No Evil Wizard or Dark Overlord throws in the towel after just one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box. Whenever an Emperor fails to quash a rebellion or an Evil Duke kidnaps the wrong heir, someone has to take the blame. In Aye Dark Overlord, players tell their best excuses to an unforgiving master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's a complete game on its own, but can also be played with The Red Box or the original Fantasy Flight Games version of the game for even more variety! Scheduled to ship in December 2016.
AEM #D11 \$24.95



AYE DARK OVERLORD! (THE RED BOX)
Aye Dark Overlord! The Red Box is the classic version of the storytelling party game where Servants give their best excuses to oppose their evil master - but they suffer the wrath of their Dark Overlord! Best cards give the players a framework for their story, but it's up to their wit to avoid the Withering looks of the Dark Overlord and live to serve another day. Scheduled to ship in December 2016.
AEM #D10 \$24.95

ATLAS GAMES

OFFERED AGAIN

O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)
It's set in a remote and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to landing on a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity or be forever lost in R'lyeh!
ATG #1370 \$14.95

AVAILABLE PRESS

KOREAN WAR: COUNTER ATTACK
Driven back into the Pusan Peninsula, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, head-on forces surging northward and other units landing by sea at Incheon, the United Nations rapidly turned the victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these famous battles. Scheduled to ship in January 2017.
APL #0329 \$39.99

BATTLEFIELD PRESS

D6 EDITION: NINJA HIGH SCHOOL THE ANIME AND MANGA RPG
Celebrating 30 Years of Nihon's Manga Craze! Since the first issue of Nihon's Manga Craze, your niche-swinging small town, then, two lovely young ladies enter his life. Akihiro "Aki" Kato, a high schooler, is a ninja clan, and Princess Aoi of Sakai. Both are sent on a mission to find their true love. Can Akihiro survive their affections and weaponry long enough to take their love story to the next level? Based on the fan-favorite anime and manga series, illustrated by Ben Dunn and powered by the D6 System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of Nihon, complete with rules on how to build your own character, along with six different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Buggy, Ninja, and Mage. Scheduled to ship in December 2016.
S2P #BPN45 \$39.95

BATTLEFRONT MINIATURES

DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

FIRE GIANT
GFF #T053 \$40.00

THE PRINCESS AND THE GOBLIN

Based on the memorable children's tale by George MacDonald Young, Princess Irene, sent away to the country to be raised in a place nestled into the side of a mountain, half farmhouse and half castle, has stumbled into a conspiracy - of Goblins! Really, Goblins! There will be treasure, the king and his palace and, of course, love! Can you uncover the path home, or will the goblins catch you in The Princess and the Goblin, a Game of Daring Escape? Scheduled to ship in December 2016.
MIP #WR051 \$24.00

BEZIER GAMES



NEW YORK SLICE
Slice! Cheese! Eat! You've just been given a shot at being the head chef of the prestigious New York Slice pizza parlor. You and your fellow pizza chef wannabes just have to make the most amazing pizzas, one slice at a time! Scheduled to ship in January 2017.
PSI #EZYSL \$29.95

BELLWETHER GAMES



DROP SITE
Recipient of the Premio Archimede 2010 Carlo Azeglio Special Prize for Best Card Game, Drop Site is about coordinating humanitarian aid shipments. As paratroopers of aid drop quickly to matching targets on the ground, will your opponents cause your pockets to be left? Scheduled to ship in November 2016.
MIP #WR011 \$10.00

BRAIN GAMES



GAME OF TRAINS
Be the first to get your trainees home in ascending, sequential order in Game of Trains! Scheduled to ship in August 2016.
RGP #175 \$12.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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KEYFORGE

CALL OF THE ARCHONS



KeyForge: Call Of The Archons

KF01 | \$39.95 | Starter Set

KF02a | \$9.95 | Archon Deck

Available 4th Quarter 2018

In the center of the universe hangs the Crucible, an artificial planet built from countless worlds across the stars. Here, the Archons clash in constant battle as they seek to unlock the planet's hidden Vaults and gain ultimate knowledge and power. Leading their unique companies, each filled with a diverse array of creatures, artifacts, and technology, the Archons compete to gather Æmber, hold off their enemy, and forge the keys needed to unlock the Vaults. Only one can gain the knowledge of the Crucible and absorb its full power!

A World of Infinite Possibilities

KeyForge is the first of a new breed of game—the Unique Deck Game. Created by legendary game designer Richard Garfield, KeyForge puts two players in the roles of the mighty Archons. Hailed by some as gods, the Archons were born—or perhaps created—on the Crucible. This planet is cobbled together from distant worlds, taking pieces from the planets of the galaxy and blending their creatures and cultures to form a diverse wonderland on the Crucible.

With no clear way of returning home, the beings brought to the Crucible must adapt to their new surroundings, joining one of seven great Houses: Brobnar, Dis, Logos, Mars, Sanctum, Shadows, and Untamed. Some thrive, developing new technologies from the mysterious Æmber that runs through the planet. Some abandon the ways of their former planet and adopt the customs discovered on this new world. Others devolve, becoming twisted in both form and mind, incorporating Æmber into their very bodies.

But the secrets of the Crucible remain. Who built this place, and why? The Archons seek to discover the answers by leading their teams to unlock the Vaults hidden throughout the planet. When two Archons discover a Vault, only one can gain its knowledge. Conflict is inevitable.





A Swift Skirmish

In every game of KeyForge, the Archons will use the creatures and skills of a chosen House to reap Æmber, hold off their enemy's forces, and forge enough keys to earn victory. An Archon begins their strike by declaring one of the three Houses within their deck, and for the remainder of the turn they may only play and use cards from that House. And that's only the beginning of the tough, tactical decisions you'll need to make. Is it more important to reap Æmber this turn or to slow their enemy's progress? Should you use your best tricks now, or hold them back for maximum impact? In this fast-paced card game where the advantage can turn in an instant, every choice counts.

Should an Archon wish to defeat some of their enemy's creatures, they may send out the creatures under their own sway to do battle, matching strength against strength with an opposing creature. Otherwise, the Archon may use their followers to reap, gaining precious Æmber for their pool. An immeasurable variety of tricks, tactics, and abilities give even more ways to gain the advantage!

At the start of their turn, if an Archon has gathered six Æmber, they immediately forge a key and move one step closer to victory. The first Archon to forge three keys wins! With the wide array of creatures and features within each House and nearly infinite ways find synergies between your allies, no two battles will ever be the same!

A Unique Deck Game

KeyForge is the world's first Unique Deck Game, and it offers an experience like nothing else. This colorful, diverse game uses Unique Decks, each with its own distinct name and unique mixture of cards. Every deck in existence is completely unique and different from every other deck! Not only does this remove the need for deckbuilding or boosters, it also creates a new form of gameplay that challenges players to discover the unique tools and strategies that exist solely in their deck to find the most powerful combinations and lead their Archon to victory!



Every Archon Deck contains a full play experience with a deck that cannot be altered, meaning that every player has the chance to be the best in the world at playing their own decks. To track these decks and see how they fit in the community at large, KeyForge will also feature a companion app. Here, players can track their unique Archon Decks, watch the meta at large, or easily find tournaments, helping you to engage and interact with the game and its community—as diverse as the Crucible itself.

Answer the Call

Strength, cunning, and tactical prowess will lead your way to victory. Do you have the courage, the wit, and the boldness to outmaneuver your opponent and unlock the secrets of the Crucible?

...



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Kings' Struggle

How Negotiation and Trick-taking Equal a Unique Gaming Experience **WIZKIDS**

KINGS' STRUGGLE

WZK 73657 \$19.99 | Available November 2018!

Negotiation. It's one of those things that people either love or hate. Trick-taking. Same.

So, what happens when you combine the two? According to our play testers, magic.

In Kings' Struggle, 3 to 6 players will all have the same deck of 10 cards numbered 1 through 10, each with a different ability. These numbers are called "power ratings." Every player will play just one card during each round, for a total of seven rounds. Yes, that's right, you'll play just seven cards during a whole game. Each round, the player who has the highest power rating wins the trick and takes all played cards. Cards earned in tricks score points for you at the end of the game, but more importantly, the points you score scale based on matching sets of cards and runs. So, 3 threes are worth more than 2 tens, and a 1,2,3,4,5 is worth a lot more than a 2,4,6,8,10. What you win in tricks really matters. In addition, the game includes currency in the form of gold, which can be earned and negotiated. Each gold equals 1 point at the end of the game. The player with the most total points (cards and gold) wins the game.

The player who won the previous trick (the "lead" player) plays one card face-up, and all other players play one face down. Once all players have played a card, all cards are revealed and each player, starting with the player that led and moving clockwise, may choose whether to execute their card's ability, potentially negotiating with other players in order to make this decision.

This moment, where players' decisions are for sale and their diplomacy skills are tested, is what differentiates *Kings' Struggle* from other trick-taking games.

As cards are played face down, players must attempt to choose a card that they think will not be played by another player and will put them into the best possible position at the end of the round. You don't have to win tricks to earn a lot of points in gold, and you don't have to keep gold to earn a lot of points in tricks. This decision is always interesting, and changes based on what the lead card is and what can be deduced based on previously played cards.

After all cards are revealed, you may negotiate with any other player on your turn to use your ability or not. Some card abilities are more powerful if they are activated early in the turn order, while some are more powerful later, so turn order becomes incredibly important. You may use your ability the way another player wishes (at a negotiated price), you may accept gold for not using your ability at all, or you may choose to use your ability to benefit only yourself. It really depends on how much bargaining power you have, how good you are at identifying negotiating strength on the table, and, of course, how skilled you are in the art of diplomacy.

The game has two possible variants, and players must agree on which one to play before the game begins. In the "Day" variant, players may play with all 10 cards in their decks; however, in the "Night" variant, players must discard two cards at random from their decks prior to the first round, playing only with the 8 remaining cards. Below is a list of each card in the game, along with its power rating and ability:

Peasant (Serf) - Power 1 - Ability: Wins the trick if there are no other Serfs in play

- Farmer (Serf) - Power 2 - Ability: Negotiate - May add 5 Power to any 1 Merchant currently in play

- Assassin (Serf) - Power 3 - Ability: Negotiate - You may remove and keep (as a point card) 1 Royal or 1 Merchant currently in play

- Cobbler (Merchant) - Power 4 - Ability: Negotiate - If you are the only Cobbler in play once all cards have been flipped face up, you may give the 1st and Current player markers to any player, including yourself. Also, you may take 1 gold for every Serf in play.

- Cooper: (Merchant) - Power 5 - Ability: Negotiate - You

may play a new card if you're the only Cooper in play. Execute the new card's ability if applicable. Or take 1 gold for every Merchant in play, including this one.

- Jeweler: (Merchant) - Power 6 - Ability: Negotiate - You may add 2 Power to any 1 Royal in play. Also, take 1 gold for every Royal in play.

- Jester: (Royal) - Power 7 - Ability: Negotiate - You may force one other player to play a different card.

- Knight: (Royal) - Power 8 - Ability: Negotiate - You may remove and keep (as point cards) up to 2 Serfs in play.

- Queen (Royal) - Power 9 - Ability: If you win the trick with the Queen, you also gain 5 gold.

- King (Royal) - Power 10 - No ability

As you can see, cards in play and turn order will impact negotiating positions. Deals that can be executed immediately are binding. Deals that rely on future promises, however, have no such constraints. So, while trick-taking and set collection are definite elements in the game that must be considered, negotiation is king, and that is the struggle.

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In Iceland, you can climb volcanoes, marvel at the aurora borealis, count sheep, and eat delicious tomatoes. Thanks to geothermal energy, Iceland is a vegetable paradise. Players take on the role of vegetable farmers to build a livelihood in beautiful Iceland! But with all the tourism around the natural wonders, competition to have the best vegetables is fierce!

DESIGNED BY **UWE ROSENBERG**
AVAILABLE THIS FALL

Ages 12+

1-4 Players

30-60 min



NARCOS

THE BOARD GAME

THE HUNT FOR EL PATRÓN

NARCOS: THE BOARD GAME

COL NRC001 \$54.99 | Available Q4 2018!

The Colombian drug business is booming. Bricks of cocaine are making their way regularly out of the country, smuggled aboard airplanes headed all over the world. Through the use of ruthless intimidation, cunning planning, and managing to stay hidden from his enemies, most of this industry is run by a single man known as El Patrón. From his many different safehouses and strongholds, he operates beyond the law. But the law isn't going to simply sit idly by and let him continue his illegal trade. And in his rise to power, El Patrón certainly has created a long list of enemies. The hunt is on, as a multi-national group is closing in around El Patrón and his works. But will he be able to slip through the net again, as he so often does? And what about the people of Colombia? Many of them worship El Patrón as a hero and would gladly elect him El Presidente. Will the authorities capture him this time, or will El Patrón slip through their fingers again to rule another day?

Narcos: The Board Game is a hidden movement and resource management game based on the hit Netflix show created by Gaumont, one of the oldest film companies in the world. One player takes on the role of El Patrón, leader of the Colombian drug industry, trying to stealthily make their way around the country, sending out their Sicarios to do their dirty work, while the rest of the players form a coalition of Factions looking to hunt him down. The Factions have to work together, triangulating and coordinating their movements, sharing vital information, and attempting to capture El Patrón twice before he gains too much popularity and achieves victory by completing objectives or becoming El Presidente.

The game board features a map of Colombia. Across the map is a network of locations, from the various cities in the country, to all the outlying farming settlements. El Patrón could potentially be hidden in any location, and it's up to the Factions players to figure out just where he is. This is done over a series of rounds, called Seasons. During a Season, the players will alternate turns, starting with El Patrón, then one of the Factions, then back to El Patrón again, then another of the Factions. That continues until all four Factions players have had a turn. Once a Faction player has taken a turn, they are done for that Season, but they can still help the other players by discussing the potential hiding places for El Patrón.

On a turn, El Patrón will deploy one of their Sicarios. There are many different henchmen that work for El Patrón, but only a small number will work for him each game. Two that are always around are León and La Quica, El Patrón's most trusted employees. When El Patrón starts a



turn, they will choose one Sicario to place on the board. Each one has a different special ability when placed, from smuggling drugs, to growing new crops, to assassinating enemies. When placed, there are limitations on where they can go. They can only be placed so many spaces away from El Patrón's current

hiding spot. This gives the Factions players a small clue as to where El Patrón currently is.

Necessity can create strange bedfellows, and that's just what we have with the Factions. While it might be not surprising to see the American DEA working with the Policía Nacional De Colombia, the addition of the Cali Cartel and Los Pepes goes to show how desperate all these groups are to shut down El Patrón's operations. Each Faction has two Hunters that they will move around the map and perform actions with during their turn. These include trying to capture El Patrón's Sicarios, set up roadblocks to halt El Patrón's movements, and gain clues as to El Patrón's hiding spot. Each Faction also has its own special ability, such as the DEA's ability to increase the value of certain actions or move their Hunters around Colombia faster, or Los Pepes' ability to gain money any time El Patrón does, using their own drug networks to increase their wealth, which can then be spent hunting El Patrón down.

El Patrón's location on the map is always hidden, being marked on a special tab sheet. El Patrón must make sure to always keep their location secret. When the Hunters close in, he's in danger of being captured. Thankfully, he's a sneaky snake and can be captured once and still continue on. However, if the Factions players close in and capture El Patrón twice, the game ends with their victory. Meanwhile, El Patrón is constantly gaining Glory in Colombia. Once he gains enough, he'll be elected Presidente and win.

Narcos: The Board Game is a game of wits, deduction, cunning, and stealth. Will the Factions be able to close the net around the elusive El Patrón? Or will he once more slip away into the jungle underbrush, only to gain power with every passing Season?

Narcos: The Board Game will be coming to your FLGS in Q4 2018.

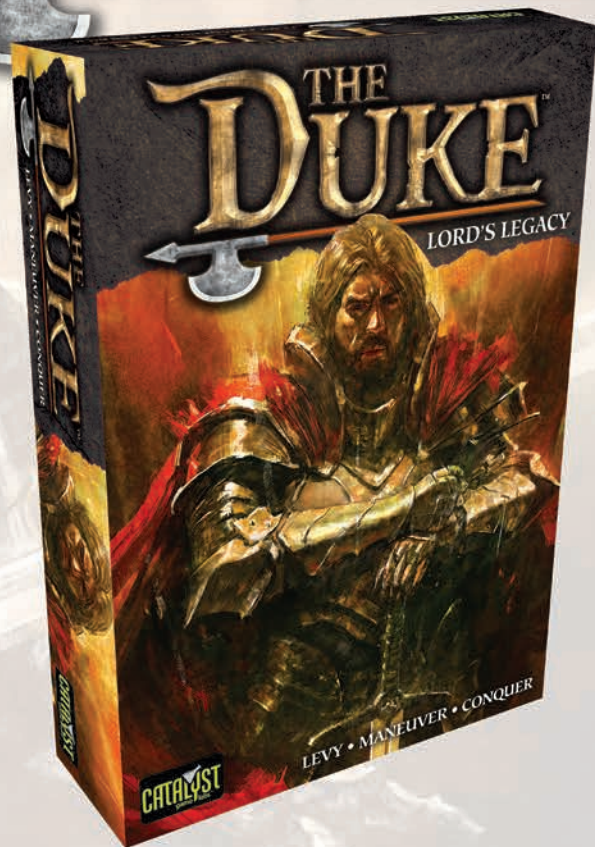
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Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the Tabletop Gaming News website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices.





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In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!



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ADVENTURING IN VEINS



CLANK! EXPEDITIONS: GOLD AND SILK

RGS 00841t \$16.00 | Available October 2018!

Clank! Expeditions: Gold and Silk is the first expansion of its kind. The *Clank! Expeditions* line focuses on double-sided boards with unique rules on each side. In particular, *Gold and Silk* takes players into a mine abandoned by the Ruin Dwarven Mining Company (Ruin DMC), and the even more dangerous lair of the Spider Queen. (You also get new meeples appropriate for the occasion.)

So far, *Clank!* expansions have offered both new cards and new boards to change things up when you play. Each of these additions serves a specific role. Once you add a card to your deck, you may play it several times before the game is over. It can open up a very different strategy and change your experience. But your opponents won't get the same cards you get, and what your cards do may or may not force them to rethink their own plans.

A new board, on the other hand, affects everybody. All players must consider an unfamiliar dungeon and figure out to deal with the different hazards (and opportunities) it presents. The surest way to provide a new experience for players, one unaffected by the randomness of a shuffled adventure deck, is to offer them a new board. *Clank! Expeditions* does exactly this.

Gold and Silk is inspired by two particular fantasy images. The "Gold" part is an abandoned mine that has become infested with monsters. The Dwarven Mine side of the board includes some unusual features like an entrance on the opposite corner and elevators you can ride to and from the Depths (for one Gold). But its major twist comes in gold veins that are scattered around the board. If you're in a room that touches one of these veins, you can spend two skill to mine the amount of gold it shows. You can't use any more Boots for the rest of the turn, but you're that much richer (and that much closer to buying something useful from the market).

Gold veins are a limited resource. When you mine one, you put one of your *Clank!* cubes on it to show the vein has been tapped out and can't be mined again. It also becomes your "entry" into a competition between players. Whoever has mined the most gold veins by the end of the game receives a 20-point bonus. That's as valuable as escaping the dungeon! Lesser prizes of 10 and 5 points go to the second and third place players... though if one more gold vein is going to put you in the lead, you may well want to travel a bit out of your way to get it.



The "Silk" part of *Gold and Silk* is inspired by a very different image: that skin-crawling staple of fantasy, the giant spider. The back side of the board presents the Spider Queen's Lair, and it's a wide world of webs. A dozen new web tokens included with the expansion get placed on paths throughout the dungeon. The first player to move through one must spend a Sword or an extra Boot, thus clearing the path for all players on later turns. But you also keep the Web tokens you "break through" for scoring at the end of the game — each one is worth from one to three points.



More webs entangle many of the secrets in the Spider Queen's Lair. Several rooms on the board are marked with webs that protect the secrets (and monkey idols!) placed there. If you want to take one, you must spend a Sword if you want to cut your prize out from the web. So getting to a room first is no longer a guarantee that its secrets will be yours.



Then there's the biggest web of all. The Queen's Web Cache sits at the top right corner of the board, waiting to be cleared out by you cunning thieves. You don't need to travel to any specific room, but you do need to spend 8 skill. In exchange, you can take any of eight special rewards you choose, from Secret Tomes (with bonuses) to combinations that mix gold with healing, a timely Sword, or an auspicious Boot. Each of the eight options can be claimed only once, and is marked with one of your *Clank!* cubes when you take it. If someone beats you to the one you really wanted, you'll have to craft a new plan.

Clank! Expeditions: Gold and Silk comes with new meeples suited to the themes of the boards: player pawns wielding mining implements, and a spider you can use in place of the Dragon marker. If you're looking for new cards to play with, don't worry — you haven't seen the last of expansions like *Sunken Treasures* and *The Mummy's Curse*, that offer both new settings and new cards. But *Clank! Expeditions: Gold and Silk* is still an exciting (and inexpensive) new way to play *Clank!* Pick up a copy at your friendly local game store!

...

Evan Lorentz has been a designer and developer for nearly 20 years, on games including Star Trek CCG, The Lord of the Rings TCG, Star Chamber, Stargate TCG, Legends of Norrath, and more. Most recently, he has worked with Dire Wolf Digital on The Elder Scrolls: Legends, Clank!, and Clank! In! Space!



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HERE THERE BE MONSTERS

**Some roads you shouldn't go down.
Maps used to say, 'There be dragons here.' Now they don't.
But that don't mean the dragons aren't there.**

— Lorne Malvo, *Fargo*

Monsters have been used throughout history in literature, and while they are usually meant to evoke terror in the reader, they can instead serve as strong allegories or symbols. The monster can represent the unknown, it can be a symbol or representation of a force within and/or without the protagonist, and it can also be the personification of a force (be it chaos, evil, doom, vulnerability, and/or violence).

This is also true in games. The best games tell a story. It has been said that the four most powerful words in the English language are, "Once Upon A Time." Each time we open the box and set up the game, we hope that the story will engage and entertain us.

And every great story needs a powerful antagonist. Often the other players serve as that antagonist. In a cooperative game, the game itself is that enemy. But within the story of the game, monsters often become entertaining foils, spurring the plot and deepening in the story.

Three of Calliope Games' titles feature monsters. In each case, the monsters serve a different function. Take, for example, the Daikaiju in *Tsuro of the Seas*. These powerful monsters are chaotic forces of nature that move through the Mystic Seas, seeking to destroy each other AND the unwary Captain and his vessel. Because these sea monsters move at random (based on the roll of two 6-sided dice), the clever player must seek to mitigate his luck by positioning his ship away from these destructive leviathans. For those who crave more control over their world, an expansion set, *Veterans of the Seas*, was released. While this set adds additional perils (whirlpools, mystic portals, and tsunamis), it also adds cannons. These mighty weapons will allow the Captain to defend his ship from the awesome destructive power of the daikaiju. In *Tsuro of the Seas* the monsters are to be feared.

In *Dicey Peaks*, by Scott Almes, Yeti Mountain is infested by — you guessed it — Yetis. This is a push-your-luck game on which players scale the mountain and balance their movement with maintaining their oxygen supply (Yeti Mountain is tall and the oxygen gets thinner as you climb the mountain). On your turn you either climb or rest; the results of the dice rolls will determine the outcome. If the Yetis show up while



you are trying to rest, they will wake you up, steal your goodies, and knock over your tents. Yetis, as everyone knows, are real jerks. When you choose to climb, Yetis won't stop you, but they will menace the climbers behind you and chase them, allowing them to catch up to you. Again, Yetis (as was stated before) are real jerks. These monsters are not dangerous; they are like obnoxious neighbors or bad house guests and they just don't seem to get that they are not

wanted. In *Dicey Peaks*, the monsters are there to pester you.

In *ShutterBug*, by Mike Elliott, the United States. It is 1932 and you are a freelance photographer are trying to get photos of the creatures so that you can sell them to the tabloids. These monsters are NOT a danger, they are the prize, the means to your goal. The photojournalist who finishes the game with the best portfolio, will be a world-renowned shutterbug. Over eight days, players crisscross the country, gathering tips and seeking out monsters. Fabulous creatures, like the majestic Skystallion, the fierce Werebeast, the mighty Thunderfang, and the adorable Nibblefoot have been spotted in various locales and you, armed only with your trusty camera, must track them down, take their pictures, and get the photos to your editor. The fate of your career hangs in the balance. These creatures are the heart of the quest. In *ShutterBug*, the monsters are there to make you famous.

Many games feature monsters and they will be used in different and varied ways. The monsters can be cute and cuddly... or dark and deadly. They can serve to advance the story or be roadblocks to the players, as antagonists, narrators, assistants and even the heroes. Each game designer imagines creatures to further the narrative of the game, to challenge the players, and to create an engaging and enjoyable experience that will entertain and enthrall.

Where be monsters? Wherever they need to be to make the game fun!





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TOWER of MADNESS™

Investigate Unspeakable Horror, Without Losing Your Marbles... Literally!



TOWER OF MADNESS

SND 0067 \$54.95 | Available September 2018!

Tower of Madness is a H.P. Lovecraft-inspired dice game, with a 15" three-dimensional clock tower filled with marbles, as a means of adding dramatic tension to every round. You can't miss its undeniable table presence, nor the 30 plastic tentacles bursting from each side of the structure. This is the tale of how it came to be, from the creator, Curt Covert.

Game designers often get asked, "How do you come up with these things?" as it relates to the board games we create. A lot of times, the answer isn't straight forward. But in this case, the *Tower of Madness* was directly inspired by the brilliant RPG, *Dread*. In that game, the designers utilized a wooden Jenga game as a skill-check mechanic — and as the game progressed and the stack became more precarious as more wooden tiles were removed, the stakes and the tension grew higher. I absolutely loved their use of a familiar family game — and how they used it in a whole new way to add spiraling tension to *Dread*. I wondered what other similar game mechanics existed that could deliver the same emotional punch. And that's where it all started.

There have been many games, world-wide, that have suspended marbles or other tokens upon a network of sticks, and in my childhood, that game was *Ker-plunk*. But my objective was never to try to cleverly remake that game, but use the uncertainty inherent in that mechanic to add drama to a new game. I decided early on that the core of the game would be dice-based and I wanted the core dice-rolling mechanic to be very straight forward. I specifically wanted the game to be very approachable and very easy to explain. Lacking a single die each turn would force players down an ever decreasing percentage of success, so like the tower itself, the drama increases as you proceed. The cheers that erupt when a player needs a single die to land on a certain face continues to prove that out.

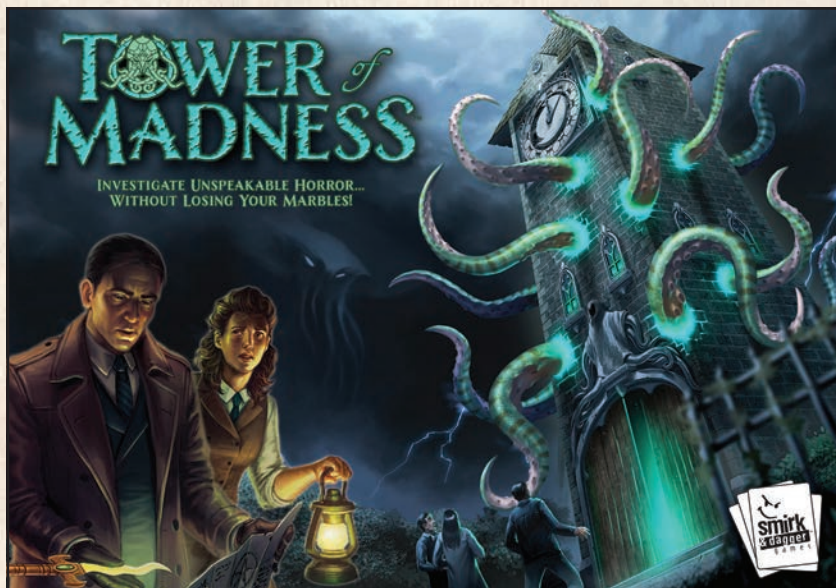


But I also knew it needed to be more varied and interesting to live up to the theme. The Location cards and the unique rolling challenges presented on each was developed alongside the core dice mechanic. Once a player groks that, it becomes easy to layer upon it with all sorts of new ways to roll the dice, to reward successes or punish failures. Coming up with those rolling challenges was among the most enjoyable of the design tasks. We tested a slew of them, threw out ones that were too punishing or not interesting enough. The set in the game was honed to the very best of them. And I love the groans of "how are we gonna get through this one" as they are revealed and read aloud by players. My particular favorites are those that tempt players to push their luck, to the potential ruin of all.

Early in development, the tower held dice, not marbles. One version used polyhedrals. Dice would have allowed multiple outcomes or varying strengths of effects, based on the faces rolled when the dice fell out of the tower. In the end it was one too many bits of randomness. It was fiddley and didn't build the tension higher. Instead, people were so focused on the die values for effects that it detracted from enjoying the emotional impact of instantly knowing what had befallen them. So it was back to marbles, using just four different colors to differentiate the effects. It was more than enough. Still, months were spent chasing down that particular design aspect.

But through this exploration, the idea of the Spell deck emerged, as well as the push/pull concept of the marbles in the tower. I definitely wanted a tool for players to mitigate dice rolls and cause havoc for other players. Those became spells, the result of discovering and mastering knowledge that no one should have. As I thought about what impacts the marbles conferred, I realized I wanted a good number of the marbles to have positive effects. Thematically, I loved the idea that the Investigators were selfishly looking for secrets and forbidden knowledge to enlarge their power and that this quest might cost them their sanity — or worse. So I gave players a taste of that power with two Spell cards at the beginning of the game, but then only allowed additional card draws if a white marble drops out of





the tower. I sweetened the pot by having blue marbles be worth victory points. It created another point of tension in the game. Players wanted half the marbles in the tower to gain the edge, but it comes at the potential cost of losing your mind – or causing the end of days as Cthulhu rises. Blacking out the tower, so you cannot see what marbles may fall dials up the excitement of the draw. It uses the concept of that familiar family game, but spins it on its head.



As I had done in *Nevermore*, I wanted the consequence of ultimate failure, without the bane of player elimination. Player Transformation, which wholesale changes the player experience and goals, was a slam dunk here. Going Insane is part of the mythos, so when a player accumulates too many Madness marbles they no longer care about victory points or rolling dice. They just want to summon Cthulhu. It is a stiff punishment if you have amassed a lot of points and provides a path for others to move ahead of the pack suddenly, but it also creates a fun new way to play for the Insane player. Now, they try to hasten the end of the game by playing Insanely powerful spells and pulling one or more tentacles from the tower on their turn, instead of rolling dice. If the third green Doom marble falls, Cthulhu rises and it is game over for the Investigators. Often all players lose as a result (though the Insane get eaten last), but I wanted a way for an Insane player to win – and it couldn't be by regaining your sanity. If an Insane player could manage to cause the last green marble to fall... well, they just personally summoned Cthulhu and that has to be the ultimate win for a cultist. Not surprisingly, many people look forward to going Insane for this reason. Player Transformation remains one of the most powerful mechanics in my designer toolbox.

The biggest challenge was always production. Initial quotes would have driven a \$100 price tag, which is way too high for a casual game. I spent a good chunk of two years on trying to drive down the price, changing materials, experimenting with different ways to construct the elements – and it very nearly didn't get produced. There were simply too many costly elements. I started getting brutal, even flattening the sculpt of the tentacles to cut down on plastics, and it finally took shape. The final product retains all of the table presence I had wanted, but at almost half the cost of the original version.

And then a month before it went to press, I gave it one last look. Had I missed opportunities? Could it be better? I decided it needed one more thing to give players a bit more agency. At the same time, I realized that some of the character card abilities were more active than others and therefore caused some players to question balance. So I stripped those abilities from the characters and placed them instead onto Unnatural Influence tokens. Now the abilities that some players felt were overpowered would be available to all. To earn one, you just needed to roll double 5's. Added player agency came in as players situationally decided which power was best at that moment. Which would end up making the difference THIS turn? It was a small change but one that solved two issues.



The end result is exactly what I had hoped, an approachable, simple to learn game that delivers fun, tension-filled moments – immersing people in the Cthulhu mythos in a whole new way.

...

Curt Covert is the owner of Smirk & Dagger Games. A fifteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. In 2018, his new line, Smirk & Laughter, will reach a broader audience than ever with games intended to connect with players on an emotional level.

Blood & Plunder

No Peace Beyond the Line



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Prepare for new adventure on the Spanish Main! This expansion to the original *Blood & Plunder* line-up will allow you to take control of new groups that existed within the seventeenth century Caribbean. Sail the seas as the powerful Dutch Republic or explore new scenarios as the feared Darien Natives! You can also bolster your existing Blood and Plunder armies with the land and sea European Forces army boxes.

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Heroes and Hostages

BEYOND THE LINE

Along with the slew of expert seafarers, disciplined soldiers, and fierce native warriors the No Peace Beyond the Line expansion brings a distinguished set of “character” models who embody heroes, hostages, and specialists one might encounter along their travels. Characters are an excellent way to enhance both physical gameplay and the narrative of your scenario! They come with a set of special rules to help your units throughout the different circumstances of your games. There are four different miniatures that you can use to fill the roles of any of the five “Advisors and Hostages” Characters. The four models are sold as a unit who will—willingly or not—join your forces at your behest.

The Governor

His cane, fancy hat, and cravat may give him the appearance of a gentleman, but the governor can raise his weapon as a fighting man when necessary. Although he is featured as the captured merchant, he can fulfill a multitude of positions—especially one of authority—at a moment’s notice. He may be most useful to you as a spiritual leader, aiding a militia with the favor of faith. He may also stand in as a commander, and is especially suited to serve as the General when playing an army-scale game.



The Guide

Although she serves as a guide for raids ashore or much-needed local intel for sailors or soldiers in unfamiliar territory, this local woman evades suspicion by blending in simply as one of the locals. Her skills are highly sought after and her knowledge of the area is perfect not only for navigation, but to reveal hidden paths and areas of good ground—an asset to any brigade of soldiers or warriors in a strange place.



The Pilot

Ships in foreign waters often make use of local pilots who can help them navigate unknown depths in odd areas. A good pilot can mean the difference between a successful raid and bounty or a thoroughly wrecked vessel—and perhaps even death—in an unfamiliar stretch of sea. The pilot’s model himself, featuring a brimmed hat, healthy paunch, and well-used pipe is also perfectly suited for roles such as a captured or accompanying merchantman or an out-of-commission commander who, although outside of his glory days, hoards plenty of knowledge ripe for sharing with his comrades.



The Spy

Although this figure isn’t tied explicitly to her role, good intelligence can often make or break a raid and there is no better source of intel than an excellent spy. Perhaps one of her fellow miniatures could stand in to do her job, but who could suspect this gentle lady of the town? As the folk of the town chat, nary a soul suspects her when she strolls through the market or amongst her neighbors, demurely fanning away any suspicions that she is more than either a chatty village woman or a dainty observer.



Disney Villainous™

Ravensburger

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DISNEY VILLAINOUS

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Over the years, the gamemakers of Prospero Hall have created hundreds of games, and each one has required balancing during development. Each game's needs are unique, from calibrating the costs and rewards in a resource management game, to adjusting the win-lose ratio of a cooperative game. Is there a card that could throw a play experience wildly off-track? Does the structure of the game create suspense while at the same time giving every player a fair shot at victory? These are questions we've asked many times before, but they've never been more important than in creating *Disney Villainous*.

In *Disney Villainous*, each player takes on the role of a different Disney Villain. In order to win, each Villain needs to achieve their own unique objective. To do this, you take actions on your Villain's board, play cards from your Villain's deck, and avoid obstacles that your opponents introduce using your Villain's Fate cards. From this short description, you may have realized the challenge that this game presented in terms of balancing. Each Villain has their own win condition, setting, tools, and impediments. Even apart from that, we wanted to evoke each Villain's individual personality and story by leveraging different effects and mechanics when you play them. Ensuring that these varied and distinct Villains were well-matched was crucial to balancing *Disney Villainous*.





The first mission was to create a baseline against which we could measure all the other Villains. We started with Jafar, who had clear motivations and character traits in the film that informed how we designed his game objective and play style. After determining how he would progress to victory, what tactics he would use to get there, and what setbacks he would face, we gave him tools to more swiftly achieve his ends. This was important in setting the pace of the game and ensuring that the tug of war between players didn't become oppressive, but instead remained exciting to the end. While *Disney Villainous* is a card game and is therefore affected by the luck of the draw, we wanted to provide each Villain ways to manipulate their way to victory, no matter the shuffle of the decks.

Once we had Jafar, we set to work adjusting the composition of the other Villains' decks to match Jafar's pace. To effectively balance a strategy game, especially one with a deep, rich world to explore, you have to anticipate that the players are skilled and savvy. Otherwise, you're balancing for the player's inefficiencies rather than the game's. We tasked the sharpest, most cutthroat gamers to play the game relentlessly. They not only played it over and over, but also mastered the Villains they played. Could Maleficent come out on top against Captain Hook just as often as he bested her? And even after victory was secure, how closely did the other Villains follow suit? We found it critical to determine how tightly contested each game was and not just compare the win-loss record. Players are excited to play again if they come just behind the winner. How will they change their strategy? What will they do differently in the next game to give themselves the edge?

An exciting element of this process was capitalizing on the asymmetric structure of the game. We could make one Villain's path to victory cheaper or more direct, as long as their opponents had a stronger or more reliable way to hinder their progress. This made

player interaction all the more important in balancing. Can a player win if their primary focus is on impeding their opponents? What about if a player completely ignores their opponents? We worked to make the answer to both of these questions "No." We wanted player interaction to be an important part of winning, but not a substitute for strategy in achieving your own objective.

Lastly, we balanced the Villains for different player numbers. With player interaction being essential, we needed a way to mitigate someone being overwhelmed by it in games with more players. We created the Fate Token for this purpose. Not only does it limit the number of times a player can be thwarted in a round, it also sparks negotiation between players about who to impede and how to time those actions. Balancing for larger player counts also inspired us to develop Condition cards. They help alleviate the longer downtime between turns and create an intermediate way for players to check in on their opponents' progress. Condition cards are a great example of how balancing a game can encourage creative solutions and introduce new elements to a game after the core mechanics have solidified.

While balancing *Disney Villainous* could have been a daunting endeavor, the Prospero Hall team felt well-prepared to put the Villains through their paces. We're excited to see Disney fans and gamers get their hands on the game and discuss their own challenges and strategies to play their favorite Villains facing off against different foes.

...

Ruby Wishnietsky is a producer at Prospero Hall. Her favorite game growing up was Star Trek: The Next Generation Interactive VCR Board Game. Today, she games on a daily basis, and Disneybounds whenever she's in the parks.

COGS AND COMMISSARS



ATLAS GAMES

COGS AND COMMISSARS

ATG 1430 \$24.95 | Available November 2018!

In 2014 my wife, friends, and I were bitten by the growing and evolving tabletop game hobby, and immediately fell in love. Previously, our social gaming engagements were spotty at best, and involved bumpy *Dungeons and Dragons* campaigns, expensive *Magic: The Gathering* battles, or even nostalgic retro video gaming sessions on the sofa in front of the television. These were certainly fun and had their moments, and many memories were created, but as soon as we dipped our feet into the newer, growing, and even more diverse world of modern tabletop games, everything changed for the better.

Playing *Magic* or *D&D* had restrictions. Our friends couldn't just come over and have a good time without meeting specific requirements. They may have needed to buy cards and build decks, or buy particular rule books. Or attendance may have been required by everyone lest the whole evening fall apart. Sometimes, especially with the retro video games, everyone just simply wasn't into it all of the time, and even those of us who weren't always in the mood. If the thing that we were there to do wasn't quite *doing* it, there were not a lot of other options to fall back on.

The switch to board games solved a lot of problems and added a ton of benefits. There was something for everyone and anyone could participate. We no longer needed guaranteed attendance for the *D&D* campaigns, or required anyone to build an expensive MTG deck. Anyone who wanted to come and play could, and all they had to do was show up! it promoted creativity and strategic thinking, the experience was highly social and interactive, and everyone just seemed generally happy about the change. It even allowed us to



open the doors to new players who may have been intimidated (or geeked out) by our previous engagements.

As we tried new games and zeroed in on our favorites, I took meticulous mental notes on what the group tended to lean towards. Since I was the host, I wanted to keep my eyes open for anything I thought would be fitting for their tastes. Eventually, we were running out of new things to try for the size of our average group, so I decided to start designing a game myself.

My first attempt at designing a game was more for myself and the general experience than anything else. It was a skeleton-themed war game (because skeletons > zombies) that worked out a lot better in my head than it did when it eventually hit the table. We truly slogged through our first game, I revised it, and then we slogged through it again, but in a different way. I didn't pressure anyone to play it again, and won't until it eventually gets rebuilt from the ground up. There were elements of the game that were really cool and everyone enjoyed, but at the end of the day, it just took way too long and was far too complex.

After testing the skeleton game, I decided to go with a much cleaner and simpler approach. I wanted to try something that didn't require twenty-five pages of rules, 100 dice, and enough moving parts to make a Swiss watchmaker blush. This is when





Cogs and Commissars was born. I tend to come up with themes and then build games around them, rather than come up with games and then slap themes onto them. There is nothing wrong with the latter, but I feel that building around a theme encourages the design of unique mechanisms. For *Cogs and Commissars*, the idea of creating and taking robot citizens, propagandizing citizens you don't control, and the general flavor of most of the cards in the game were all born out of the theme I came up with — communist robot regimes fighting for control of the citizens.

When it first hit the table, the difference in my friends' reception of *Cogs and Commissars* over the skeleton game was immediately evident. The earliest alpha build of the game tested very smoothly and no one had an issue with walking through the game a second or third time. I knew right away that the game was going to be worth fleshing out and improving upon.

I've always been interested in history, the footprint of communism, George Orwell's *1984*, Soviet-era and wartime propaganda, the World Wars in general, and of course robots. I wanted to make something that took major elements from these things and highlighted them, while maintaining a humorous, tongue-in-cheek tone. The general idea for the game really just kind of came to me in one of my typical, "sitting in traffic and dreaming of anything else" brainstorm sessions, and it was pretty easy to start building off of it once I realized it worked. Coming up with the actions that

a totalitarian robot regime might take against its rivals was certainly an entertaining, albeit grim process.

Once the idea was firmly established in my head, the construction of the first prototype began. In other words, I sloppily wrote words on hand-cut printer paper, shoved the paper into card sleeves backed with basic lands, grabbed a handful of coins to use as tokens, and asked my wife if she'd try it out with me.

Cogs and Commissars is a take-that card game where players take on the role of a propaganda minister in a fully-robotic communist regime. Each player gets a deck that may either be pre-built, drafted, or completely random (aside from a core of cards that all decks share). The cards are used to create new robotic citizens, propagandize other robot citizens into following you, send citizens guilty of wrongthink to the Gulag, or other things which will work to your benefit or the detriment of your opponents. The point of the game is to build up a large enough following of citizens to incite a revolution. There is one *Revolution* card in each deck, and the trick of the game is knowing when to play it. A player may want to try their luck and play *Revolution* with no protections in place, or they may want to discard it early in the game so that they have more room in their hand to build up their citizens. All hands and cards can be cycled through relatively quickly, so it is likely that the cards in your deck will be seen more than once if you pitch your *Revolution* card. The game ends when a player successfully plays their *Revolution*.

Our first run went pretty smooth, but it was clear to see where the holes were, so I made a ton of revisions. We tried it again, and again revisions were made. Next I tried it with a group of four friends, and then went about scribbling down what did, or did not work. Once I was happy enough with the changes, I decided to go ahead and start designing the cards myself to be printed at The Game Crafter. My intention was to make a professional-looking game, designed by me, and tailored to the needs of our game group. I never intended to try to get the game published, but after a few fun game sessions and some urging from friends, I decided to suck it up and see what the world thought of my game.

Luckily for me, Atlas Games is awesome and now you'll be able to try it for yourself.

...

Matt Haga is an engineer and designer from Maryland. When he is not sitting in traffic or loathing the humidity, he enjoys spending time with his family, history, gaming, politics, reading, and being creative in one way or another.



Of Dreams & Shadows

RESOURCES AND SCENARIOS



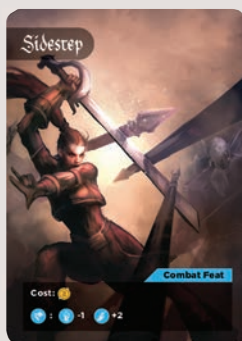
OF DREAMS AND SHADOWS

GNE OD02..... \$59.95 | Available Now!

In *Of Dreams & Shadows*, characters struggle to survive in a world dominated by spirits and other supernatural creatures. There are telltale signs that human civilization has been destroyed and rebuilt over countless years, but your perception of the world's reality may be skewed. The feeling of what is real blurs with what people experience in their dreams...and nightmares. Each of the playable characters has a backstory or description that sheds light on their own individual motivations. Besides interesting heroes, the antagonists aren't simply evil for the sake of being evil. The villains, and their servants, are driven by their own needs and beliefs. Your goal is to defeat these villains...but what you do once they are defeated is another story altogether.

Of Dreams & Shadows, Act I is comprised of four phases. In the Action Phase, the heroes may move around the world, regain health, acquire resources, invoke spells, trade resources, use their unique powers, and purge shadows from the world. The Combat Phase allows them to fight their foes. During the Scenario Phase, each hero draws from one of the World decks or, if there is a quest token, they may draw from the Quest deck. In the Event Phase, a thematic event will immediately affect the heroes in some way.

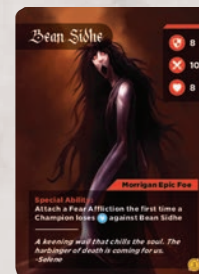
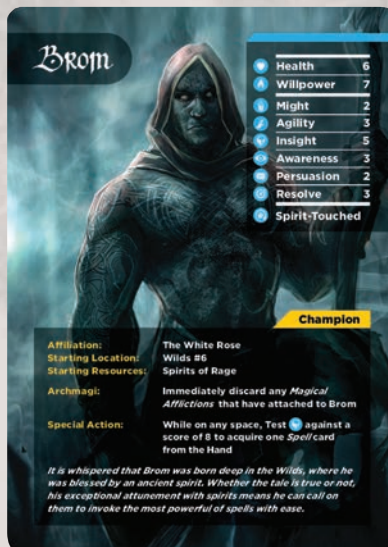
Looking closer at the Action Phase, the challenge is to find a balance between purging shadows, which can summon enemies if left alone, and gaining Resource cards. It's easy to ignore the shadows, because Resource cards work to allow characters to gain better abilities, recruit companions, and acquire better weapons. For example, Sidestep reduces your Might by one, but increases Agility by two during Combat, and casting a Warding spell will reduce the Foe's attack by 1 to any Champion sharing the same space that Turn.



The Combat Phase resolves any clashes that occur on locations where Champion and Foe are together. In these attacks, the Foes will often be monsters from the story thread based on the villain chosen at the start of the

game. While other abilities may come into play, the focus is on the defense, attack, and health scores. Champions will target a Foe and roll their attack, which must overcome the defense. Multiple Champions may attach a single foe in a round. A Champion may use their willpower to increase the die roll if they choose, or once per turn, they may use a willpower to reroll entirely. The Foe loses Health equal to the difference between the test result and the Foe's Defense Score. Even if defeated, the Foe may return the attack in the same style of combat dice rolls. Certain cards will augment this system, such as ones with Ambush, or if the Champion is fighting an Epic Foe.

Examining the Scenario Phase, a primary way that the narrative for both heroes and villains are woven together in *Of Dreams &*

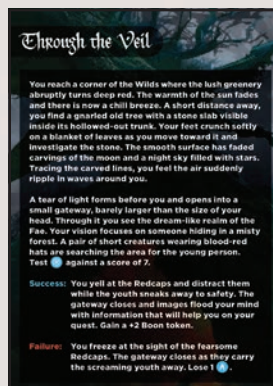


Shadows, is through the World and Quest decks. Scenarios are drawn from these decks that drive the story forward. Completing a Scenario usually involves passing a test against a specific trait. Success could mean the hero gains a token to aid them in their quest, while failure may result in a negative consequence. Scenarios may also involve making a choice. These choices lead to different outcomes that change the story in some way and even lead to branching story paths in the expansion.

The Event Phase is a single card that affects all Champions or Villains. While in a rare moment, it can help the land to flourish (and therefore assist the Champions) more often it is used to further vex the players. Then, the Villain card determines how their minions will take further root across the land (placing Shadow Tokens and Foes on the World Map), moving the Fate Dial forward and the round is complete.

Act I ends after five rounds, and Act II begins... with the Villain entering the World Map. Intense and faster in gameplay, Act II consists only of the Action Phase and Combat Phase, until the Villain is defeated, or the Champions lie in ruin.

Below is an example of a World card. It is not found in the game itself and is unique to this magazine. In addition, the promo card that came in this magazine is one of four different Resource cards, that are usable in the game.



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Railroad Rivals

A Fast-Paced Tycoon Game



RAILROAD RIVALS

MIB FRB1100 \$49.99 | Available September 2018!

The story of how a game is born is usually a tale of a long process full of pain, hard work, and agonizing decisions. This isn't one of those stories. Railroad Rivals was inspired and almost completely designed in an hour.

It was late one December night at the Drover house, and everyone was fast asleep...except for me. I was curious about a domino set that my son Ethan had received at the family Christmas party that afternoon. I stood there holding the box and wondered if dominoes was an interesting game that might hold the inspiration to the next game that I could design. I hadn't played dominoes since I was a child and had completely forgotten how the game worked. So I popped open the set and started reading the rules. I quickly decided that dominoes was a silly game, and that it had no redeeming qualities for a modern gamer... except, maybe it did.

Dominoes is a ridiculously simple game that is really just about tile matching. Players take turns matching one side of one of their tiles with one side of a tile that has already been played to the table. As the game proceeds, the tiles on the table grow into a network. That doesn't mean much in the simple world of dominoes, but maybe it could mean something in a new game.

When trying to imagine what this new game could be, I simultaneously thought of two things: tile laying games like Carcassonne, where players match the edges of tiles (like dominoes), and railroad games where players connect cities into networks. And just like that, it struck me that a tile-laying game with a railroad theme where the tiles were cities being connected by railroads along the edge of the city tile could work.

Railroad games tend to be long, complex affairs where the players spend much of their time building railroads to connect cities. This new tile-laying game would have that same idea, but it would be fast and simple: connect the cities by matching a famous Railroad represented on the edge of the tile. For example, if you had a tile in your 'hand' that had the B&O Railroad along one edge, you could lay it on the table matching the edge of a tile already there that also had the B&O on one edge. Simple as dominoes!

But what should happen then? How should you be able to score points to win the game by doing this better than your opponent? To answer this question, I asked myself what mechanics were in classic

railroad games other than track building? Answer 1: They had pick-up and delivery of goods from city to city. So the new game should have that too. When a city tile was laid down, goods cubes could be placed on the city based on the size of the city (in 1890 of course) that could be delivered for points.

Answer 2: Classic railroad games also have stock speculation. Tycoons in the golden age of railroads issued and manipulated stocks to fund railroads, gain control of them, or to destroy them. Stock speculation was definitely a major element of building a railroad empire...and a way of keeping score. It struck me that each railroad in the game could be represented by railroad stock tiles, and the value of that railroad's stock could go up whenever a delivery of a cube was made on that railroad. In this way, the value of the railroad stocks would rise, especially on those railroads that get used most often. And players who owned those stock tiles would score points for each stock tile that they owned.

The final piece to the puzzle that I had to figure out was how players were going to acquire the city and stock tiles? I like the drafting mechanic because it presents players with an interesting decision. They have to decide which item they want the most out of all of those available in the draft. In the case of this game, which city has the railroads that they can link to the network and which railroad they want to deliver on to drive up the value of their stock tiles...and which stock tiles support their strategy.

So there I was on that December night, and in less than an hour I had just designed a new tile drafting and laying game with a railroad theme that contained all of the fun elements of classic railroad games:

- Build track and connect cities
- Pick up and deliver goods
- Build a portfolio of railroad stocks
- Own and operate some of the greatest American railroads of all time, including the B&O, ATSF, and The Burlington Route

Sometimes game design is easy... just not very often.

Railroad Rivals will be available at your FLGS in late September, 2018.

...

Glenn Drover is a game designer and publisher who founded Eagle Games and Forbidden Games. His board game design credits include: Age of Empires III, Railroad Tycoon, Victory & Glory: Napoleon, and Raccoon Tycoon.



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #226

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 226\$3.99

ART FROM PREVIOUS ISSUE



THUNDERSTONE QUEST: FOUNDATIONS OF THE WORLD

This exciting expansion to *Thunderstone Quest* gives you cards to play the Adventures of At the Foundation of the World Quest, outlined in the base game Questbook, or to simply expand your options for random set ups. Scheduled to ship in November 2018.

AEG 6262 PI



THUNDERSTONE QUEST: RIPPLES IN TIME

This second expansion for *Thunderstone Quest* brings the effects of a disturbance in the flow of time. Arcane meddling has brought back cards from classic editions of *Thunderstone*, adding their power to your deckbuilding in *Thunderstone Quest*! Scheduled to ship in November 2018.

AEG 6263 PI

ALC STUDIO BVBA

PACIFIC RIM: EXTINCTION MINIATURES GAME STARTER SET

Bring the apocalyptic scale of *Pacific Rim* to the table top in *Pacific Rim: Extinction* and choose your side in this new miniatures game. Pit fantastically detailed 85mm tall Jaeger and Kaiju miniatures against each other in a war that has the highest stakes ever known to mankind - Extinction. Scheduled to ship in November 2018.

ALC RHPRE001\$60.00



ALLIGATOR ALLEY ENTERTAINMENT

SPOTLIGHT ON



ESPER GENESIS: CORE MANUAL

Science Fiction Comes to Fifth Edition! This beautifully illustrated 304 page hardcover volume is a complete game that does not require any other products to play, but is entirely compatible with 5e and will mesh with any 5e products. This details the races, classes, backgrounds, equipment, combat rules, esper powers and more. The other two core rulebooks, the *Threats Database* and *Master Technician's Guide* will follow in the fall. Scheduled to ship in August 2018.

AAE 3100\$49.95

ALDERAC ENTERTAINMENT GROUP



SCORPIS FREIGHTER

In *Scorpis Freighter*, you are trying to gain fame and fortune by moving goods and providing services to the people. This involves not only legal activities like fulfilling contracts and increasing your freighter's capacities, but also taking on side deals, moving items below the radar, and avoiding "official" notice.

AEG 5874\$59.99

THUNDERSTONE QUEST

Thunderstone Quest is the smash hit deckbuilding game of dungeon adventure. Assemble your party in this critically-acclaimed third iteration of *Thunderstone*. Explore the dungeon, fight monsters, collect treasure, complete side quests, join guilds, more in this massive and eng fantasy experience. Scheduled to ship in November 2018.

AEG 6261 PI



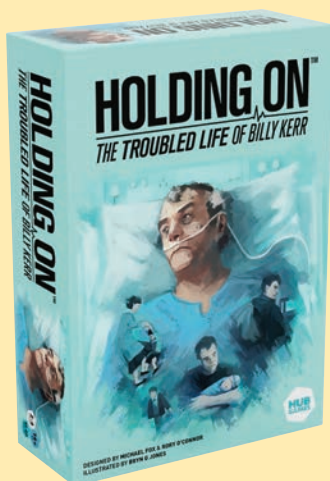
NINJA HIGH SCHOOL CARD GAME

This fun, fast-paced game for two or more puts you in the craziness that is *Ninja High School*! Join the citizens of Quagmire, USA, where ninjas, aliens, witches and superheroes live side by side with ordinary people. Try to resolve your Plot before your opponent does, trading off Complications and Weapons to get in each other's way! Requires two 6-sided dice (not included). Scheduled to ship in October 2018.

DIA STL093141 PI



FEATURED ITEM



HOLDING ON: THE TROUBLED LIFE OF BILLY KERR

"All my life I've kept my mouth shut -out of loyalty, out of fear, out of shame. And look where it's got me, lying here with my rear-end hanging out of a blue gown, all you lot fussing around me. Sure, that's no way to live. No way to die." *Holding On: The Troubled Life of Billy Kerr* is a co-operative game where players work as nursing staff tasked with providing care for the terminally ill. Your latest patient has been rushed in following a massive heart attack on a flight from Sydney to London. When the game begins all you know is this - his name is Billy Kerr, he is sixty years old, and he has been given days to live. Players must work together to provide Billy with appropriate care, responding to medical emergencies while gaining his trust. Over ten fully replayable scenarios, you will need to piece together a lifetime of memories while being drawn deeper into his troubled past. As you discover more about Billy, can you help him find the courage required to confront the three regrets that keep him holding on? Dealing with themes of dying and regret, *Holding On: The Troubled Life of Billy Kerr* invites players to experience the extraordinary life of an ordinary person during their final days. Scheduled to ship in November 2018.

ASM HLN01 \$39.99

FEATURED ITEM



JUST ONE

Just One is a cooperative party game in which you play together to discover as many mystery words as possible. Find the best clue to help your teammate. Be unique, as all identical clues will be cancelled! Scheduled to ship in November 2018.

ASM JUST01 \$24.99



FEATURED ITEM



LAST HEROES

A dimensional gate has just open and many monsters are surging over our world. You have been called to kill them and steal the gate keys from the monster bosses. Use your weapons cleverly and help your fellow hunters by providing them ammunitions. But at the end, only one hunter will build up his name and get glory. The mechanics are clever and tensed. On your turn, you choose one of the Weapon cards from your hand and play it: from your supply area or from your attack area. Then you can attack one monster, provided that you

have the required Weapons. Scheduled to ship in November 2018.
ASM SEN01 \$44.99



FEATURED ITEM



SPOT IT!

Award-winning game of visual perception for the whole family. Between any two cards there is always one and only one matching symbol. Spot it fast to win. Five challenging ways to play for hours of frenzied fun for 2 to 8 players. Develops focus, visual perception skills, speech-language skills, and fine motor skills. Scheduled to ship in September 2018.

123 (PEG/BLISTER) ASM SP615 \$9.99

FISHING (PEG/BLISTER) ASM SP617 \$9.99

GONE CAMPING (PEG/BLISTER) ASM SP616 \$9.99



FEATURED ITEM



TOKYO HIGHWAY

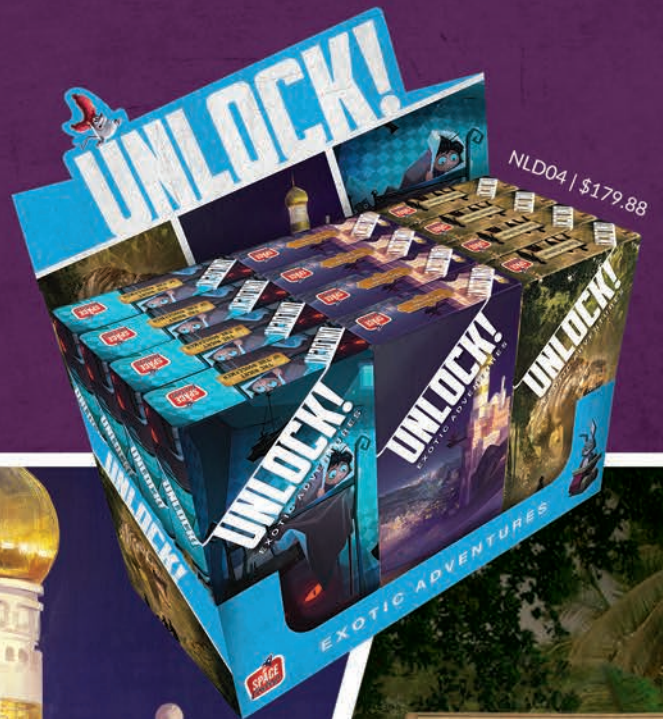
Go your own way! This game is based on Tokyo Metropolitan Expressway known for its distinctive metropolitan structure. The game has no board, no squares. Players build roadways across each other's highway and compete to place all their cars under a certain rule. As you follow the simple steps and build your way, there arises a unique architectural space on the table. Build your original

highway with the balance of your fingertips and creative construction strategy. Scheduled to ship in November 2018.

ASM ITTH01 \$49.99

UNLOCK!

EXOTIC ADVENTURES



THE NIGHT OF THE BOOGEYMEN

NLK10 | \$14.99



Scheherazade's Last Tale

NLK11 | \$14.99



Expedition: Challenger

NLK12 | \$14.99



7

14



Three Brand New Adventures & Challenges Await!
WILL YOU ESCAPE!?





FEATURED ITEM



UNLOCK! EXPEDITION: CHALLENGER

A woman has come to your PI agency asking you to help track down her missing friend. He's gone missing, last seen on an adventure with the eccentric Professor Challenger. They recently returned from a lost valley filled with strange creatures, but Ned is still missing. Track down the professor and help bring back Ned to his friend! *Expedition: Challenger* is a brand new *Unlock!* adventure for up to six players. With just one hour on the clock, players must work through a deck of sixty cards as a team, searching for clues, combining objects, and figuring out puzzles to solve the mystery and escape the countdown timer. The free *Unlock!* app runs the timer while providing clues, giving hints, and helping players succeed. Once the team has reached the solution and entered the correct code, they've escaped, and the game has been won! Scheduled to ship in November 2018.

ASM NLK12 \$14.99



FEATURED ITEM

UNLOCK! NIGHT OF THE BOOGEYMEN

Little William has been having sleepless nights as of late. The poor boy has been attacked by monsters from nightmares: the boogeymen! Under the cloak of darkness, you open William's door to seek out the monsters. Be careful as you fight with them, William is sleeping, and you can't wake him up! *The Night of the Boogeymen* is a brand new *Unlock!* adventure for up to six players. With just one hour on the clock, players must work through a deck of sixty cards as a team, searching for clues, combining objects, and figuring out puzzles to solve the mystery and escape the countdown timer. The free *Unlock!* app runs the timer while providing clues, giving hints, and helping players succeed. Once the team has reached the solution and entered the correct code, they've escaped, and the game has been won! Scheduled to ship in November 2018.



ASM NLK10 \$14.99



FEATURED ITEM



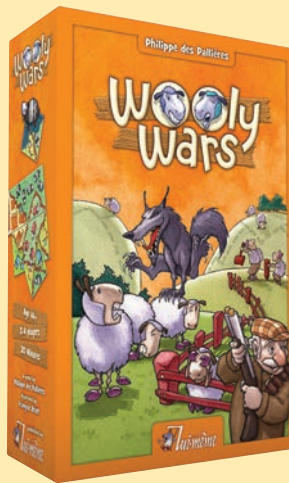
UNLOCK! SCHEHERAZADE'S LAST TALE

Scheherazade is in grave danger! She only has one hour to tell one last story to the Sultan, but she's out of ideas. The scribe she asked to help her come up with a story has gone missing, and she is begging you to find him and bring him back as soon as possible with a tale to please the Sultan. The princess' life may end in the hands of the executioner, so act fast! *Scheherazade's Last Tale* is a brand new *Unlock!* adventure for up to six players. With just one hour on the clock, players must work through a deck of sixty cards as a team, searching for clues, combining objects, and figuring out puzzles to solve the mystery and escape the countdown timer. The free *Unlock!* app runs the timer while providing clues, giving hints, and helping players succeed. Once the team has reached the solution and entered the correct code, they've escaped, and the game has been won! Scheduled to ship in November 2018.

ASM NLK11 \$14.99



FEATURED ITEM



WOOLLY WARS

Finally, you can count sheep without falling asleep! In *Woolly Wars*, each player takes on the role of a shepherd trying to gather the largest number of sheep in their pen. Choose to expand your herd or to hinder other players - but beware of the wolf roaming in the forests nearby! Featuring lovely pastoral illustrations, *Woolly Wars* is a game for the whole family. Kids can develop their spatial skills while counting sheep and having fun, while adults will enjoy optimizing their strategy for more competitive play. Gather the most sheep, avoid the schemes of your opponents, and beware of the wolf lurking in the forest to be the best shepherd and win the game! Scheduled to ship in November 2018.

ASM WOOL01 \$24.99

ATLAS GAMES

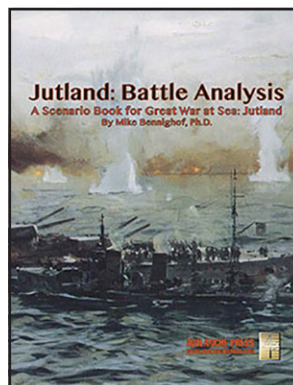
COGS AND COMMISSARS

In the hilarious dystopia of *Cogs and Commissars*, communist factions and their robotic demagogues deploy propaganda to recruit their opponents citizens. Leaders who amass enough followers must then launch a Revolution to ensure the ascendancy of their faction. Each player has a unique deck, although some cards like Propaganda, Counter-Propaganda, and Revolution are common to all players. Players must earn points by producing or recruiting Proletarians, Bourgeoisie, and Commissars. To win, a player must have 15 points worth of Citizens and play their 'Revolution' card. Turns are meaty but quick. Multiple plays per turn plus ample reaction options lead to quick deck-cycling that keeps the game feeling light and speedy. Scheduled to ship in November 2018.

ATG 1430 \$24.95



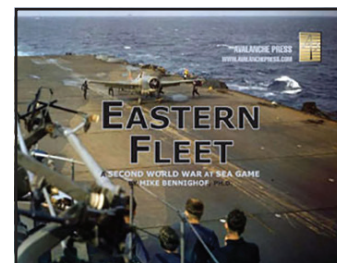
AVALANCHE PRESS



JUTLAND: BATTLE ANALYSIS

Jutland: Battle Analysis looks at naval operations in the North Sea, 1914 - 1918, and how our Jutland game simulates them, and then we flesh them out with more battle scenarios - fast-playing actions using just the Tactical Map, where you fight out the battles between ships with guns and torpedoes. Scheduled to ship in December 2018.

APL 0892 \$19.99



SECOND WORLD WAR AT SEA: EASTERN FLEET - SECOND EDITION

Eastern Fleet is a complete historical wargame based on operations in the Indian Ocean during World War II, including the British-Japanese carrier battles resulting from the April 1942 Japanese raid against Ceylon. Scenarios range from the Japanese invasions of Burma and the Andaman Islands through the massive carrier raids to the planned but never executed invasion of Ceylon. The Japanese often have overwhelming superiority in the air, which the British must counter with guile while trying to lure the enemy into range of his slow but powerful battleships. Scheduled to ship in December 2018.

APL 0047 \$59.99

SPOTLIGHT ON

**DRAGON BALL SUPER
THEMED BOOSTER
SET 3 DISPLAY -
CLASH OF FATE (24)**

This theme set will include a Secret Rare card, and this time, it's connected to the movie that's premiering in 2019! Scheduled to ship in January 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN DBBO1329.....PI



BULLY PULPIT GAMES


STAR CROSSED

The excitement, tension and heartbreak of romance! In *Star Crossed*, you'll craft characters who are powerfully attracted to each other, but have a compelling reason not to act on their feelings. Some of the things you'll want your character to do are going to increase that attraction — and when that happens, you are going to pull a brick out from an increasingly shaky tower and place it on the top. If the tower falls, your characters act on their feelings! Will your love be doomed, triumphant, or something in-between? Find out in *Star Crossed*! Scheduled to ship in December 2018.

BPG 050\$50.00

CAPSTONE GAMES

CARSON CITY: THE CARD GAME

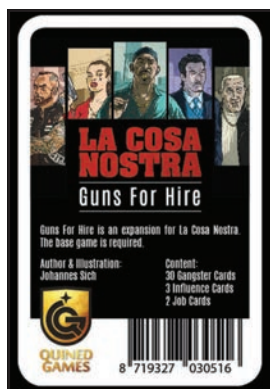
In *Carson City: The Card Game* each player is in charge of developing a city. You and your opponents try to choose the most lucrative parcels and buildings wisely so as to make your city as prosperous as possible. You can also win the support and gain the help of the most influential people in the city. However, you should not ignore your opponents, as they will try to make the best moves in your stead! *Carson City: The Card Game* is a quick and fun card game where you learn the basics of city building reminiscent of the big box version of the game! Scheduled to ship in August 2018.

CSG QG1009\$29.95


LA COSA NOSTRA: GUNS FOR HIRE

Guns for Hire, an expansion for *La Cosa Nostra*, contains 25 new Gangster cards and 5 new Influence cards. The new gangsters are based on international gangs such as the Yakuza, the Mara, and the Russian mafia. *La Cosa Nostra* base game is required to play this expansion! Scheduled to ship in August 2018.

CSG QG1010\$9.95



Perfect games for friends and family!

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The game of the Path.

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www.CalliopeGames.com

CATALYST GAME LABS

SHADOWRUN RPG: STREET LETHAL

Street Lethal contains the data, tools, and options players need to maximize their characters combat skills. With briefings on the security techniques of major corporations, information on major mercenary groups and their operations, and a whole truckload of firearms options, this book has all runners need to make sure they're the ones left standing at the end of a fight.

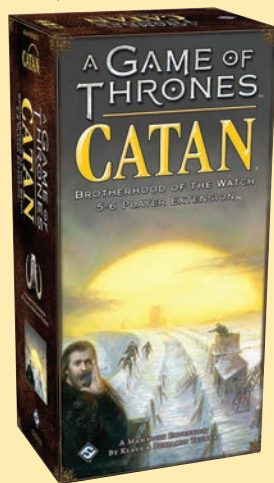
CAT 27012.....\$49.99



CATAN STUDIOS



FEATURED ITEM



A GAME OF THRONES CATAN: BROTHERHOOD OF THE WATCH - 5-6 PLAYER EXTENSION

New heroes rise to face the danger beyond the Wall in *A Game of Thrones Catan: Brotherhood of the Watch 5-6 Player Extension*! The forests of the North conceal many secrets, and the Wildlings have only begun their attack on the Nights Watch. With new allies and enemies, will you be able to defend the Wall and win the title of Lord Commander? Scheduled to ship in November 2018.

CSI CN3016.....\$49.95

CHAOSIUM

THE LEAVES OF A NECRONOMICON

The *Necronomicon*. For centuries, scholars of the occult have sought out the darkly fabled tome, hoping to gain insight into the secret workings of the universe or simple brute power. What the book offered them instead was, more often than not, madness and devastation. Under the guidance of Shirley Jackson Award-winning editor Joseph S. Pulver, Sr., *The Leaves of a Necronomicon* traces the impact of a single copy of the mysterious work on its owners and those around them as it passes from hand to hand across the decades. The history is told in braided novel form, with chapters contributed by a gathering of outstanding horror and dark fantasy authors, including S.P. Miskowski, Michael Cisco, Damien Angelica Walters, Nick Mamatas, Anna Tambour, Jeffrey Thomas, and more. Scheduled to ship in November 2018.

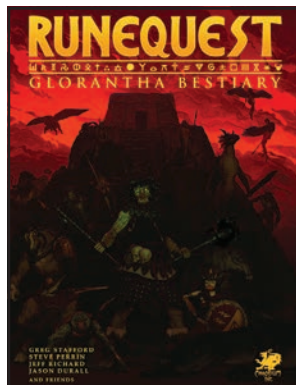
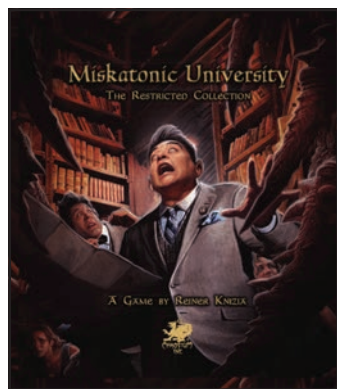
CHA 6059\$17.99



MISKATONIC UNIVERSITY: THE RESTRICTED COLLECTION

It's an old adage that academic politics are so vicious because the stakes are so low. But as leading scholars at Miskatonic University, the fabled seat of learning, nestled in with-haunted Arkham, you know the stakes couldn't be higher. In *Miskatonic University: The Restricted Collection*, you are all vying with each other for the prestigious position of Head of the Library Committee. This evening, you are all gathered in Dr. Armitage's office, where he will decide who is to receive the coveted position. But just as the meeting is about to get underway, you hear blood-curdling screams. Scheduled to ship in December 2018.

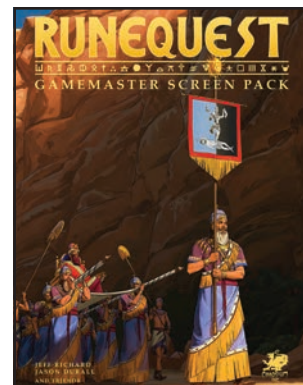
CHA 1053-X\$24.99



RUNEQUEST RPG: GLORANTHA BESTIARY

Filled with monsters, beasts, magical creatures, plants, and non-human species to fill your *RuneQuest* campaigns! The *RuneQuest: Glorantha Bestiary* contains almost 200 creatures native to the world of Glorantha or in the spirit worlds adjacent to it. These creatures range from weak to apocalyptically powerful, allowing a *RuneQuest* gamemaster to choose the right creature to suit any encounter or need. Entries are divided into Elder Races, creatures of Chaos, monsters, natural animals, dinosaurs, giant or unusual insects, spirit entities, summoned magical beings, and noteworthy plant types. Each entry is presented in the same format as player adventures, including attributes, hit locations and armor, weapons and special attacks, skills, languages, magic, and more. Scheduled to ship in November 2018.

CHA 4032-H.....\$39.95



RUNEQUEST RPG: GAMEMASTER SCREEN PACK

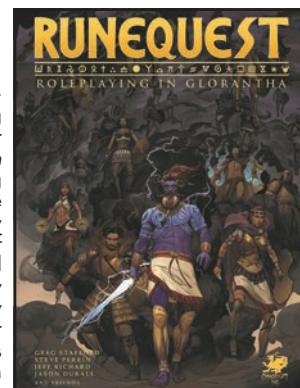
The *RuneQuest Gamemaster Screen Pack* is an essential play aid for gamemasters of *RuneQuest: Roleplaying in Glorantha*. The gamemaster screen itself is a landscape four-panel screen, 34-inches wide, with a gorgeous illustration of the famed Gods Wall facing the players, and all manner of important references and summaries of key rules on the gamemasters side. Included with the screen is a 96-page *Adventures Book* with three ready-to-play scenarios set in Apple Lane, a small village beset with problems, along with seven ready-to-play adventurer characters. Apple Lanes residents and surroundings are described in detail, making it a perfect location for gamemasters to begin *RuneQuest* campaigns in. Scheduled to ship in November 2018.

CHA 4029\$29.95

RUNEQUEST RPG: ROLEPLAYING IN GLORANTHA CORE RULEBOOK

RuneQuest: Roleplaying in Glorantha is the long-awaited reunion of setting and rules, merging Glorantha and the *RuneQuest* rules together for the first time in years. *RuneQuest: Roleplaying in Glorantha* is a mythic heroic fantasy roleplaying game set in the world of Glorantha, where the gods are active and magic is a part of everyday life. This edition marks the triumphant return of one of the oldest and most critically acclaimed gaming settings of all time in a deluxe all-new edition. The flagship book in an ambitious new full-color volume suitable for any gamersnew or experiencedthe *RuneQuest* core rulebook presents everything you need to begin adventuring in Glorantha. Scheduled to ship in November 2018.

CHA 4028-H.....\$54.95



RUNEQUEST RPG: ROLEPLAYING IN GLORANTHA DELUXE SLIPCASE SET

This set of core products for *RuneQuest: Roleplaying in Glorantha* contains everything gamemasters and players need for incredible adventures in the world of Glorantha. This beautiful collectors slipcase set contains the core rule book for *RuneQuest: Roleplaying in Glorantha*, the *Glorantha Bestiary*, and the *Gamemasters Screen Pack*. With these three products in this deluxe package, the gamemaster has everything required to run *RuneQuest* games set in Glorantha. Packaged with this table are reference sheets, preprinted blank adventurer sheets, pre-generated adventurers, three full-color maps, and an *Adventures Book* containing a guide to the hamlet of Apple Lane and three adventures set in the region, suitable for new or experienced players alike. Scheduled to ship in November 2018.

CHA 4028-X\$119.95

CATAN

HISTORIES

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TIME TO BEGIN A NEW ERA!



CHRONICLE BOOKS



DRINKIN' WITH LINCOLN

Celebrate Abraham Lincoln with a night of good old-fashioned fun! Five classic drinking games get a presidential twist in this fun set featuring a unique illustrated card deck and two ready-for-drinkin' Lincoln screen-printed shot glasses. Beat the odds and pass the laws at the "Battle of Gettysburg," bet drinks on the "Presidential Race," and test your honesty with "Lincoln's Top Hat." With games of endurance, luck, and liberal libation for 2 to 8 players, *Drinkin' with Lincoln* is sure to unify any party in good spirits, no politics required! Scheduled to ship in November 2018.

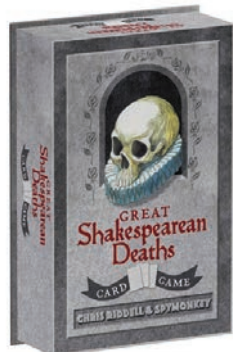
CHR 7206\$18.95



GAME ON, B*TCHES, PLAYING CARDS

Take your game to the next level with this deluxe set of playing cards. Housed in an eye-catching box with gold foil, this 54-card deck features humorous expletives, elegant calligraphy, and classic designs with a modern twist. With gold metallic accents throughout and top-quality cardstock, this portable deck is sure to delight card players of all suits. *Game on, b*tches!* Scheduled to ship in October 2018.

CHR 1548\$12.95



using everyone's favorite Shakespearean construct: the amazing deaths! Scheduled to ship in October 2018.

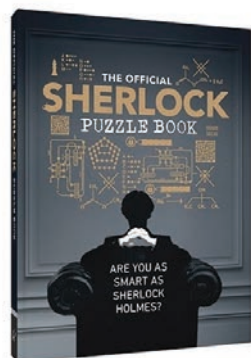
CHR 2162\$12.95



THE MOVIE MISQUOTE GAME

Film magazine *Little White Lies* invites you to relive 300 movie moments - from the iconic to the downright filthy - in this hilarious new party game for movie lovers. Simply pick a quote, and ask your friends to transform it by filling in the blank with a phrase from another classic film. The funniest movie mash-up wins! Scheduled to ship in October 2018.

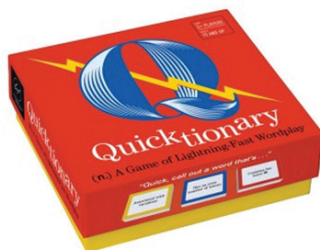
CHR 2478\$24.99



THE OFFICIAL SHERLOCK PUZZLE BOOK

Step into Sherlock Holmes' mind palace to try and solve 165 codes, sequences, logical problems, acrostics, quizzes, enigmas, and more in this official Sherlock book of puzzles. With challenges for all skill levels and explanations of how BBC's *Sherlock Holmes* might arrive at the solutions, Sherlock fans and puzzlers alike will be eager to find out if they're a match for the brains of 221B Baker Street. Scheduled to ship in October 2018.

CHR 3146\$17.95



QUICKTIONARY

Introducing a new, fast-paced casual card game for word lovers and anyone who loves to think on their feet. Simple to learn, with nearly endless possibilities, this free-for-all game is a fun addition to any game night. Scheduled to ship in October 2018.

CHR 9218\$14.95

GREAT SHAKESPEAREAN DEATHS CARD GAME

Who had the greatest last words, and what were they? Who enjoyed the slowest, most tedious death? Who had it coming more than anyone else? From the celebrated comedy ensemble Spymonkey and acclaimed illustrator Chris Riddell, this hilariously morbid (and informative!) card game has players trying to outdo one another



STAR WARS: LEIA ORGANA - REBEL LEADER BOX

Leia Organa is one of the galaxy's fiercest rebels and greatest heroes - a powerful leader and a force against galactic evil, never to be underestimated. This one-of-a-kind, hand-painted statue comes with a display stand and a 48-page illustrated booklet featuring an illuminating look at Leia's role in the Star Wars saga and insights on Carrie Fisher's portrayal by Lucasfilm Executive Editor Jennifer Heddle, a celebration of the inspiration and symbol of strength the character has become for legions of fans. Scheduled to ship in December 2018.

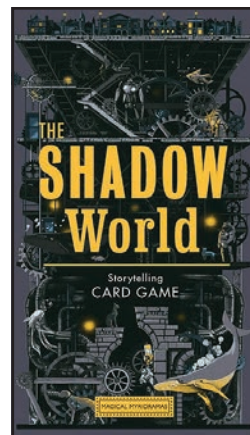
CHR 7213\$19.95



STAR WARS: WOMEN OF THE GALAXY HC

They are heroes and villains, Sith and Jedi, senators and scoundrels, mothers, mercenaries, artists, pilots... The women of the *Star Wars* galaxy drive its stories and saga forward at every level. This beautifully illustrated, fully authorized book profiles 75 fascinating female characters from across films, fiction, comics, animation, and games. Featuring Leia Organa, Rey, Ahsoka Tano, Iden Versio, Jyn Erso, Rose Tico, Maz Kanata, and many more, each character is explored through key story beats, fresh insights, and behind-the-scenes details by author Amy Ratcliffe. Also showcasing more than 100 all-new illustrations by a dynamic range of female and non-binary artists, here is an inspiring celebration of the characters that help create a galaxy far, far away. Scheduled to ship in November 2018.

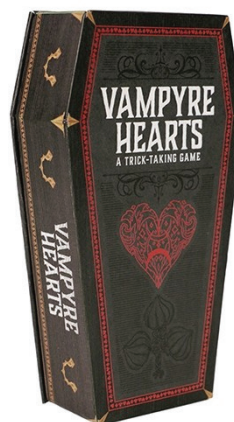
CHR 6315\$29.95



STORYTELLING CARD GAME: THE SHADOW WORLD

Fire your imagination with these fun storytelling cards. Reviving the Victorian craze for "myrioramas," the 20 picture cards can be placed in any order to create seamless scenes. Almost infinite combinations of cards provide endless storyscaping possibilities. London, 1900. A brilliant scientist leaves the world above to create his own world below, determined to prove his radical theory - that gravity is a geometric property of spacetime. What happens when time is bent, space is collapsed, and dimensions overlap? Descend into the shadow world to find out. With many games to play and millions of stories to tell, each turn of the card is a new adventure. Where will the story take you? Scheduled to ship in October 2018.

CHR 3147\$19.99



VAMPIRE HEARTS

Raise the stakes on the classic game of Hearts in a bone-chilling twist to the trick-taking card game! With the Queen of Vampires hiding amongst your number, her thirst for Hearts may send everyone to an early grave. Can you strike her down before time runs out? Housed in a gorgeous coffin-shaped box, this set includes a deck of unique illustrated playing cards and rules for standard Hearts play as well as expanded rules and a token for a vampyric variation that adds hidden roles and ulterior motives to the fast-paced classic. Prepare for a thrilling and bloodthirsty game night for new players and experts alike! Scheduled to ship in October 2018.

CHR 8418\$16.95

A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME UNIT BOXES



BOLTON BASTARD'S GIRLS

Dogs have been used as part of the hunt for hundreds of years. Their keen sense of smell, swift running speed, and vicious bite have helped man put food on the table since their domestication. House Bolton, though, has trained dogs to not just hunt wild game, but men out on the field of battle. Accompanied by handlers, whose arrows help slow their prey, the dogs are quick to chew apart anyone they catch. The *Bastards Girls Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* allows Commanders to field this squad as part of their force. Being a Neutral unit, any other house can hire them on. Lightly armored, these swift hunters can easily take down enemies with a combination of arrows and teeth.

COL SIF502.....\$34.99



BOLTON FLAYED MEN

House Bolton gets the award for most-armored unit on the field of battle. The Flayed Men cavalry are clad in heavy plate armor and their horses are equally armored in thick barding. Only the toughest and largest horses can withstand the great weight put upon them by all that steel. While they might not be the fastest cavalry unit, they are certainly the hardestiest. And their own war flails make enemy defenses seem pointless as the spiked balls wrap around limbs or curve over shields. The *Flayed Men Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* allows Commanders to field a rough and rugged cavalry unit in their forces. As a Neutral unit, the Flayed Men will work for any army willing to pay their price. They have some of the best Defense Saves in the game, letting them stay on the field, utilizing their nasty war flails on the enemy for quite some time.

COL SIF503.....\$34.99

TABLETOP MINIATURES GAME: LANNISTER HALBERDIERS

If the Lannisters are known for one thing, it's their deep pockets. Their wealth lets them afford only the best when it comes to arming and armoring up their troops. Halberds tend to be a relatively cheap weapon to produce, but those made for Lannister troops are still of the highest quality, almost guaranteed to never break, even when receiving a charge from enemy cavalry. And receiving a charge is just what these men are trained to do, and do it well. The *Lannister Halberdier Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives Lannister commanders new options for their forces. The unit is formidable in both offensive and defensive capacities, not losing dice after their first rank is destroyed, and being able to brace for an enemy charge, granting them a preemptive attack against their foes. The addition of an Assault Veteran Unit Attachment gives them staying power once battle has been met, adding extra dice to their melee attacks.

COL SIF202.....\$34.99



LANNISTER KNIGHTS OF CASTERLY ROCK

The Lannisters spare no expense when it comes to outfitting their troops. Even the regular line soldier has the finest in arms and armor. So when it comes to a unit as special as their mounted knights, cost is never an issue. The *Knights of Casterly Rock* have literally the best equipment and training that money can buy. And they are worth every penny on the battlefield as they cut their way through enemy ranks. The *Lannister Knights of Casterly Rock Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* brings a fast, hard-hitting, and durable unit to the battlefield. Being cavalry, they get an extra movement at the start of their activation. They are also deadly on the charge, with their weapons gaining Critical Blow and Sundering. Enemies will also quickly become disheartened fighting them, being forced to make Panic Tests whenever the Knights survive around of combat.

COL SIF205.....\$34.99



LANNISTER THE MOUNTAIN'S MEN

The Mountain's Men are drawn from the dregs of society. These men have no morals and it shows in how they fight on the battlefield. They give no quarter. They take no prisoners. Those that try and run must be fast, lest they get cut down from behind. Their ruthlessness is well known by the enemy, and that knowledge spreads through the ranks, sowing fear and discord. Nobody wants to be the ones to have to fight against them on the battlefield. The *Mountain's Men Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives Lannister Commanders a new unit to add to their ranks. Their reputation alone can deal damage to enemy forces. The power of their swings with their greats words means that they can potentially do two hits with each attack. And any unit charged by them instantly becomes Panicked. Truly nothing that enemy commanders want to face.

COL SIF203.....\$34.99



STARK BOWMEN

In battle, the goal is to defeat your opponent without being defeated, yourself. If you can attack your enemy and they cannot retaliate, that goes a long way to victory. For House Stark, that means employing skilled bowmen in their ranks. They have trained relentlessly in their everyday lives as trappers, rangers, and hunters. Now, they form up and send out steel-tipped death to the foes of the Direwolf. The *Stark Bowmen Unit Box* provides a long-range option for Stark commanders in the *A Song of Ice and Fire: Tabletop Miniatures Game*. Though very lightly armored and not equipped for melee, they more than make up for it with their ability to put volley fire at enemies. They can even ignore line of sight requirements, arcing their arrows high into the air to strike at hidden targets.

COL SIF106.....\$34.99



STARK OUTRIDERS

The horsemen of Winterfell are well known for their expert riding skills. Though Stark Outriders eschew the heavier armor of many other mounted units, what they lose in durability they more than make up for in maneuverability and speed. Not ones to be bogged down by enemy forces, they can quickly distance themselves from their foes, ready to charge back in again on a flank. The *Stark Outriders Unit Box* gives Stark Commanders a unit of cavalry for their forces in the *A Song of Ice and Fire: Tabletop Miniatures Game*. These swift steeds can easily make their way around the battlefield. When engaged in combat, after they perform a melee attack, they can make a free Retreat action, making sure their opponents are left without the chance to counter-attack.

COL SIF102.....\$34.99



STARK UMBER BERSERKERS

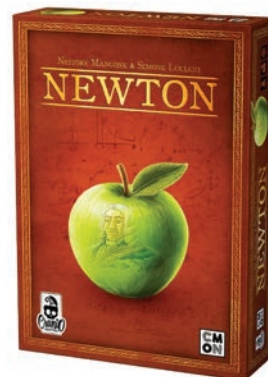
Some men just relish confrontation. They long to jump into the fray, scrapping with an enemy, seeing them beaten to a pulp. As the battle rages on, they get more and more into a frenzy. Wounds seem to not matter and actually drive their bloodlust further. That's the case with the *Umber Berserkers*. Once battle is met, it only ends when either they or their enemy are no longer moving. The *Umber Berserkers Unit Box* for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives Stark commanders a new unit to add to their ranks. Melee specialists, they're one of the few units in the game that gain attack dice as they take casualties. And enemies certainly don't want to be hit, as the unit's Sundering ability means Defense Saves are harder to pass. Adding in the Umber Champion only increases their effectiveness in combat.

COL SIF103.....\$34.99

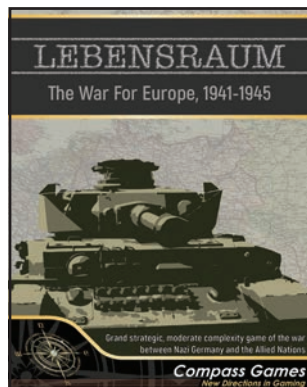
NEWTON

The 18th Century is a time of unparalleled advancement in science and technology. The world is being settled. Great thinkers and philosophers are penning their seminal works. New inventions are being created daily. Many eager young students long to be the next Newton, or Copernicus, or Galilei. But who will add their name to the list of greats and be remembered throughout time? In *Newton*, players take on the role of students in 18th Century Europe. During their turn, they will play cards from their hand in order to perform Actions of various types. They will attend Universities, research using dusty tomes, and train their own students. There's more than one path to victory, as there's no one way to become a true intellectual giant.

COL NEW001.....\$59.99



COMPASS GAMES

**LEBENSRAUM: THE WAR FOR EUROPE 1941-1945**

LEBENSRAUM! is a grand strategic, moderate complexity game of the war between Nazi Germany and the Allied Nations, starting with the German invasion of the USSR in late June of 1941, through to the final battles to Berlin in 1945. The game includes both East and West Fronts, and can be played in a number of small (3 to 13) turn historical scenarios starting with Barbarossa in the East and Italy in the West, or in campaigns for each front individually, or a combined East and West front campaign. Scheduled to ship in August 2018.

CPS 1046.....\$99.00

**NIGHTFIGHTER ACE: AIR DEFENSE OVER GERMANY 1943-44**

Nightfighter Ace: Air Defense Over Germany 1943-44 is a solitaire, tactical level game which places you in command of a German Nightfighter during World War II. Each turn consists of several days, during which a combat mission will be flown from one of many bases in Europe, attempting to intercept incoming British Bombers. **Nightfighter Ace** is based on the popular, action-packed Hunters game system by Gregory M. Smith with a strong narrative around the pilot as you look to increase your prestige, earn skills, and rise in rank through promotion and receive awards. Scheduled to ship in August 2018.

CPS 1070.....\$99.00

**RUSSIA BESIEGED: EASTERN FRONT WORLD WAR 2 - DELUXE EDITION**

The time is June 22nd, 1941. Over 3 million German troops are poised on the Russian border preparing to launch Operation Barbarossa! What was supposed to be a quick campaign ended up marking the beginning of the end of Nazi Germany. From Award Winning designer, Art Lupinacci, **Russia Besieged** covers the entire German campaign in the east from 1941 to the bitter end, in 1945. One of the finest Army/Corps level games on the market, **Russia Besieged Deluxe Edition** has been overhauled from years of experience and nuances discovered in Tournament play, to bring you a richly detailed, east front experience you expect to see from this classic wargame. Scheduled to ship in August 2018.

CPS 1048.....\$99.00

CORVUS BELLI

INFINITY

Scheduled to ship in August 2018.

COMPETITION PACK ITS SEASON 10

CVB T0001.....\$47.99

ALEPH REBOTS

CVB 280860-0734.....\$33.49

ARIADNA KAZAK SPETSNAZS

CVB 281101-0689.....\$30.99

CLASSIFIED OBJECTIVE DECK

CVB 286003.....\$15.49

COMBINED ARMY RASYAT DIPLOMATIC DIVISION (BOARDING SHOTGUN)

CVB 280691-0721.....\$18.99

MERCENARIES CUBE JAGERS, MERCENARY RECOVERERS (SMG)

CVB 280732-0731.....\$13.49

NOMADS THE HOLLOW MEN

CVB 280597-0733.....\$42.99

PANOCEANIA JEANNE D'ARC 2.0 (MOBILITY ARMOR) (SPITFIRE)

CVB 281203-0735.....\$17.99

CREATIVE GOODS COMPANIES

**CATAN: HOLIDAY CARDS**

Scheduled to ship in November 2018.

CATAN SWEATER

CGC 56104.....\$3.50

LET IT SNOW!

CGC 56102.....\$3.50

MERRY & BRIGHT

CGC 56105.....\$3.50

SANTA PAWN

CGC 56103.....\$3.50

STEALING A TUNE

CGC 56101.....\$3.50

GALAXY SERIES PLAY MATS

Scheduled to ship in November 2018.

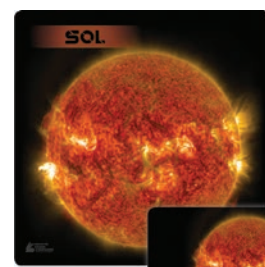
**PLUTO**

14x24

CGC 31093.....\$17.00

36x36

CGC 31096.....\$55.00

**SOL**

14x24

CGC 31003.....\$17.00

36x36

CGC 31006.....\$55.00

DAYS OF WONDER

**FEATURED ITEM****THE RIVER**

In **The River**, players struggle to create the best pioneer settlement out of a new, uninhabited world. In order to best your opponents, you must construct valuable buildings and cultivate your river banks into harmonious and productive settlements. Expand your territory, conserve resources, and block your competitors from victory along the way. Every decision counts in this fast, streamlined tile-and-worker and placement game. As an added challenge, as you progress in the game, your workers will periodically settle down and stop working for you, so your pool will get smaller and the decisions tighter. Very accessible and fluidly thematic, **The River** is an elegantly smooth game packing a strategic punch for the whole family. Scheduled to ship in November 2018.

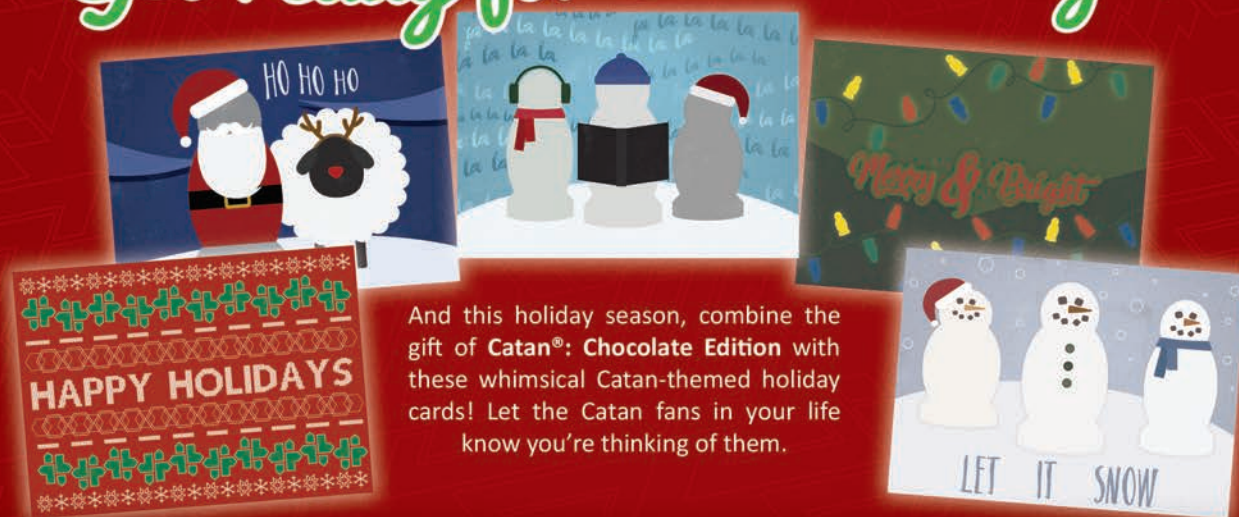
DOW DO8701.....\$39.99



Catan®: Chocolate Edition allows you to settle that mythical isle in undreamed-of ways. No matter how many times you've played Catan, now play with 32 pieces of delicious chocolate in the shape of knights, cities, settlements and roads! Each box also includes a set of resource cards, spinner and a complete set of rules to play the game.

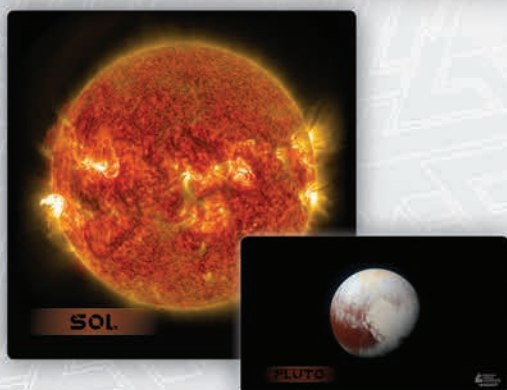


Get ready for the Holidays!



And this holiday season, combine the gift of Catan®: Chocolate Edition with these whimsical Catan-themed holiday cards! Let the Catan fans in your life know you're thinking of them.

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CZECH GAMES EDITIONS

**CODENAMES: PICTURES XXL**

The whimsical, mind-twisting illustrations of the *Codenames: Pictures* are now available in the XXL format. The larger size is visually impressive, and it offers more comfortable gameplay for bigger groups. All components are nicely sorted in a special insert created for the XXL product line. Scheduled to ship in November 2018.

CGE 00050.....\$39.95

DECISION GAMES

**MODERN WAR #37: PUTIN MOVES SOUTH**

Putin Moves South is an operational-strategic level two-player wargame covering a hypothetical struggle between Russia and a coalition of opposing states to gain control of Central Asia, encompassing the area from the Russian frontier to the Persian Gulf. Combatants include, Russian, NATO, Chinese, Iranian, and various Central Asian States including the Persian Gulf countries. The game system models the situation at the highest strategic level. Using a variation of Ty Bomba's *Putin's War* (MW #29). Units represent operational task forces of corps size; Special Forces; airpower, and cyberwar. The game system models operations in a vast theater with limited infrastructure and with coalition forces that all have divergent political aims. Scheduled to ship in August 2018.

DCG MW37.....\$39.99

STRATEGY AND TACTICS QUARTERLY #4: WWII WHAT IF'S

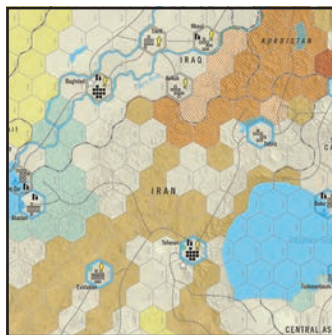
At the end of World War II, two superpowers emerged from the conflict: the United States and the Soviet Union. In the decades that followed, these two superpowers faced off in what became known as the Cold War. This issue analyzes the military aspects of that long struggle between the two powers. The approach is to analyze where World War II might have started and been fought in each of the decades between 1945 and 1991. The chapters include original maps, orders of battle, and photographs. It is written to be of value to newcomers as well as those who consider themselves experts. The prose is clear and free of jargon, but rich in detail and analysis. This issue includes a map poster. Scheduled to ship in December 2018.

DCG STQ4.....\$14.99

**MODERN WAR #38: SOYUZ '81**

Soyuz '81 is an intermediate low complexity two-player wargame covering the possibilities inherent within the first month of that never-run operation. The Soviet side encompasses all Soviet, East German and Czechoslovakian forces. The Polish side consists of that nation's regular army and state militia. Each hex represents 16 miles (26 km) from side to opposite side. The game map covers Poland and the adjacent jump off areas for the Soviet Army. The Soviet player is cast in the role of aggressor, attempting to make work a classic strategy of "converging columns" advancing from around the periphery of Poland. Scheduled to ship in October 2018.

DCG MW38.....\$39.99

**MODERN WAR #39: AXIS OF EVIL: IRAN**

Axis of Evil is an operational-strategic level two-player wargame covering a struggle between the Russian-led Eurasian Union and a Coalition of opposing states to gain control of the Middle East, from Iran to Syria and the Persian Gulf. Possible combatants include Russia, various Middle Eastern states, China, Iran, and the Persian Gulf countries. The game system models operations in a vast theater with limited infrastructure and coalition forces which have divergent political aims with the objective of each player being to seize critical resource, logistics and communications centers, thereby gaining control of the Middle East. Scheduled to ship in December 2018.

DCG MW39.....\$39.99

**WORLD AT WAR #60: EISENHOWER'S WAR**

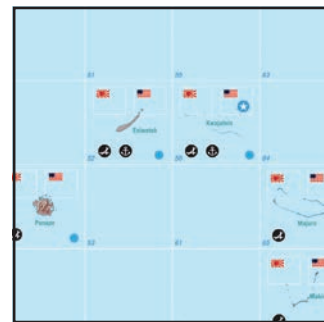
Eisenhower's War is a two-player wargame covering the final 11 months of World War II in northwest Europe, from D-Day through the end of April 1945, when the Anglo-Allied campaign in the west effectively came to its end. The game is also easily adaptable for solitaire play. The political boundaries shown on the map are those drawn by Hitler prior to his downfall. Victory is judged by measuring the player's performances against that of their historic counterparts, with the historic outcome reckoned as a draw. Scheduled to ship in August 2018.

DCG WAW-60.....\$39.99

**WORLD AT WAR #62: SPANISH CIVIL WAR BATTLES - BELCHITE & TERUEL**

Spanish Civil War Battles is a two-player, operational-level wargame of the Belchite (August to September 1937) Battles of Teruel (December 1937), and Alhambra (December 1937 to February 1938). The game uses Eric Harvey's popular *Fire & Movement* system rules with exclusive rules allowing the game to simulate these three important struggles of the Spanish Civil War. Scheduled to ship in October 2018.

DCG WAW-62.....\$39.99

**WORLD AT WAR #63: THE CENTRAL PACIFIC CAMPAIGN**

The Central Pacific Campaign is a solitaire, strategic-level wargame of the struggle for control of the Central Pacific during World War II. The solitaire player is commanding the US forces and the system controls the Japanese forces. The player wins by accomplishing historic campaign milestones ahead of what was done historically, thereby opening the way for an earlier invasion of Okinawa or Formosa. Scheduled to ship in December 2018.

DCG WAW-63.....\$39.99

THE DESIGN MECHANISM

**MYTHRAS RPG: AGONY & ECSTASY**

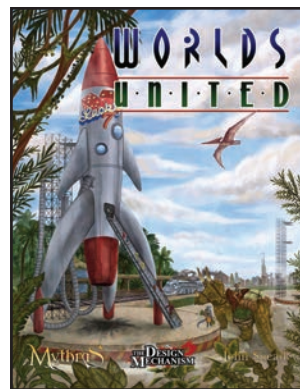
Agony & Ecstasy is a Superhero adventure for Mythras. It includes six pre-made superheroes, as well as sample mechanics for creating your own unique characters, and introducing super powers into any other Mythras setting. Playable with the freely available Mythras Imperative and the core rules, *Agony & Ecstasy* gives you everything you need to bring your superheroes and supervillains to life! Scheduled to ship in August 2018.

TDM TDM124.....\$5.99

**MYTHRAS RPG: WATERLANDS: ADVENTURES IN THE GREAT MIRE**

Waterlands: Adventures in the Great Mire is an exciting new supplement for Mythic Britain, divided into three parts. *The Great Mire* expands in great detail the setting and environs of the *Waterlands*. *A Secret in the Water* is a fully contained adventure module, and *Further Adventures* provides outlines for another five adventures that could be played singly, or worked into an entire campaign. Scheduled to ship in August 2018.

TDM TDM204.....\$5.99

**MYTHRAS RPG: WORLDS UNITED**

Worlds United has everything you need for a classic pulp science-fiction campaign: Detailed information about the history of Earth and the solar system leading up to the 1950s, Character creation guidelines including how to incorporate psychic gifts, alien technology, and spaceships into your setting, as well as stats and information for a host of alien creatures. Scheduled to ship in November 2018.

TDM TDM610.....\$29.99

FATE CORE RPG: TACHYON SQUADRON HARDCOVER

Join the ace pilots of the Tachyon Squadron. Enlist today! The universe is in trouble. Take your stand against the overreaching arms of the Dominion of Unity. Stand up against piracy and lawlessness. Ensure that all members of the Draconis system enjoy peace and prosperity. Join the Tachyon Squadron arm of the Draconis Volunteer Group! Engage in interstellar combat; steer your ship among the stars and join your fellow fighter pilots in a quest for danger, glory, and victory. *Tachyon Squadron* is a *Fate Core* supplement that blends space opera and military sci-fi. The game requires *Fate Core* to play.

EHP 0042..... \$25.00

**UPRISING: THE DYSTOPIAN UNIVERSE RPG HARDCOVER**

Rise up and defy the corporations in *Uprising: The Dystopian Universe RPG*, set in the same universe as *The Resistance*, *Coup*, and *One Night Revolution* from Indie Boards & Cards. *Uprising* is a stand-alone game that uses a customized version of the *Fate* system. Within these pages, you'll find: playsheets for nine character archetypes with ties to the cards found in other *Dystopian Universe* games, new aspect rules to help reflect the intrigue of the *Dystopian Universe*, where no one is exactly what they seem, a new system for secrets - essential to surviving on the mean streets of Paris Nouveau, new prep scenes and equipment rules designed to help make downtime active, and a streamlined modular system for creating missions, along with sample missions to get you started. *The Dystopian Universe RPG: Vive la Resistance!*

EHP 0036..... \$39.99

EXPLODING KITTENS**EXPLODING KITTENS: STREAKING KITTENS EXPANSION**

Exploding Kittens is a highly strategic kitty-powered version of Russian Roulette. Players try to avoid drawing Exploding Kittens (which boot them from the game) using catnip sandwiches, deploying special ops bunnies, and seeking out the wisdom of an all-seeing goat wizard. This game is kid-friendly, super fun, and easy to learn. Its a fast-paced party game perfect for family game night or as an anytime boredom buster. This is not a standalone game - it requires a copy of Exploding Kittens to play.

EKG 2EXP..... PI

**FANTASY FLIGHT GAMES****FEATURED ITEM****ARKHAM HORROR LCG: GUARDIANS OF THE ABYSS SCENARIO PACK**

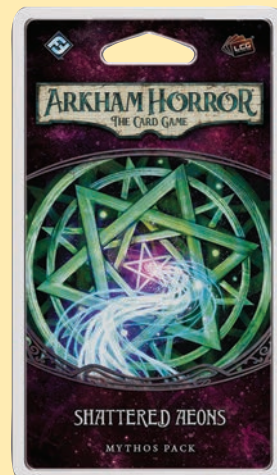
Witness the day of reckoning with the *Guardians of the Abyss Scenario Pack* for *Arkham Horror: The Card Game*! Called to Cairo to unravel a medical mystery, this pack throws you into the action of the linked scenarios, *The Eternal Slumber* and *The Night's Usurper*, first featured at Gen Con and Arkham Nights 2018. Step into a realm beyond your imagination and stop an ancient prophecy from coming to pass! Scheduled to ship in November 2018.

FFG AHC27..... \$19.95

**FEATURED ITEM****ARKHAM HORROR LCG: SHATTERED AEONS MYTHOS PACK**

Face your fate in *Shattered Aeons*, the sixth and final Mythos Pack in *The Forgotten Age* cycle for *Arkham Horror: The Card Game*! The plots of the Brotherhood are coming to fruition and as reality falls apart, time is running out. But with exceptional new player cards and Arkham's investigators on the case, all hope is not lost yet! Scheduled to ship in November 2018.

FFG AHC25..... \$14.95

**FEATURED ITEM****DISCOVER: LANDS UNKNOWN**

When two to four players find themselves marooned in the harsh wilderness, you must cooperate and compete to search for water, food, and tools that will be essential to your very survival. But your adventure holds many secrets. Every copy of *Discover: Lands Unknown* is unlike any other in the world. A mix of environments, storylines, characters, locations, items, and enemies have

been engineered to tell a story unique to every copy of the game thanks to an algorithm that ensures no two copies are alike. Your copy will contain a variety of tiles, cards, and tokens, each pulled from a shared pool of components, and the combination will be different from every other copy in the world. Scheduled to ship in November 2018.

FFG DSC01..... \$59.95

**FEATURED ITEM****ARKHAM HORROR: 3RD EDITION - CORE SET**

Arkham Horror Third Edition is a cooperative board game for one to six players who take on the roles of investigators trying to rid the world of eldritch beings known as Ancient Ones. Based on the works of H.P. Lovecraft, players will have to gather clues, defeat terrifying monsters, and find tools and allies if they are to stand any chance of defeating the

creatures that dwell just beyond the veil of our reality. Scheduled to ship in November 2018.

FFG AHB01..... \$64.95



FEATURED ITEM

**A GAME OF THRONES BOARD GAME: 2ND EDITION - MOTHER OF DRAGONS EXPANSION**

Cross the Narrow Sea with the *Mother of Dragons* expansion for *A Game of Thrones: The Board Game*! Clawing their way into power, this expansion includes a side board of the Free Cities of Essos and an overlay of the Eyrie to bring House Targaryen and House Arryn into the fray. Complete with new characters and mechanics, your claim to the Iron Throne takes flight!

Scheduled to ship in November 2018.

FFG VA103 \$39.95



FEATURED ITEM

A GAME OF THRONES LCG: 2ND EDITION - KING OF THE ISLES EXPANSION

Conquer the waves with the *Kings of the Isles* deluxe expansion for *A Game of Thrones: The Card Game*! This expansion brings the ruthless House Greyjoy to centerstage with 156 cards, making it the ideal entry point for players interested in leading the ironborn. Deploy your fleet, conquer Westeros, and make all who stand against you pay the Iron Price! Scheduled to ship in November 2018.



FFG GT45 \$29.95



FEATURED ITEM

**KEYFORGE: CALL OF THE ARCHONS - CORE SET**

Enter a world where anything is possible in *KeyForge: Call of the Archons*! Here in the world's first Unique Deck Game, two players become Archons racing to forge keys that unlock the hidden vaults of the Crucible, an artificial world built from pieces of countless planets. With an incredible array of creatures, artifacts, and abilities, no two decks are alike, and no

two battles will ever be the same! Scheduled to ship in November 2018.

FFG KF01 \$39.95



FEATURED ITEM

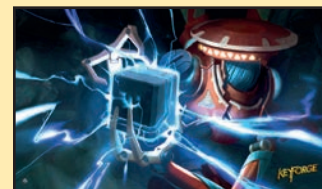
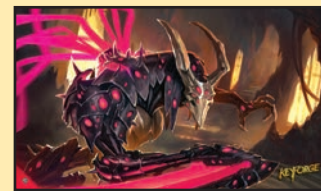
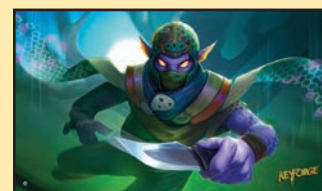
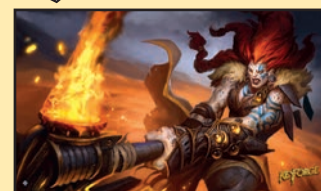
**KEYFORGE: CALL OF THE ARCHONS - ARCHON DECK DISPLAY (12)**

Gather your company of followers with *Call of the Archons Archon Decks* for *KeyForge*! Each one-of-a-kind deck is filled with a singular mix of cards, tactics, and strategic potential and cannot be altered, challenging you to use every tool at your disposal to achieve victory. Will your teams have the strength, skills, and cunning to win the day? Scheduled to ship in November 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG KF02-D \$119.40



FEATURED ITEM

**KEYFORGE: CALL OF THE ARCHONS PLAYMATS**

Field your Archons clashes in style with the these playmats for *KeyForge: Call of the Archons*! Whether you are participating in a high caliber tournament or simply playing around the kitchen table, this 24 x

14 playmat presents your cards in stunning fashion with original art from the expansive world of the Crucible. Ready your teams and prepare for a thrilling contest amongst the stars! Scheduled to ship in November 2018.

BRUTE FORCE

FFG KFS02 \$19.95

FINISHING BLOW

FFG KFS07 \$19.95

INTO THE UNDERWORLD

FFG KFS03 \$19.95

MARTIAN MADNESS

FFG KFS05 \$19.95

MIGHTY TIGER

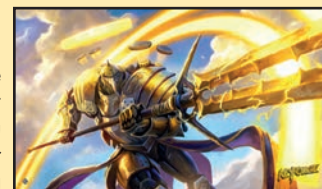
FFG KFS08 \$19.95

POSITRON BOLT

FFG KFS04 \$19.95

RAIDING KNIGHT

FFG KFS06 \$19.95



STAR WARS LEGION



**“ I SUGGEST A NEW STRATEGY, R2.
LET THE WOOKIEE WIN. ”**
- C-3PO



CHEWBACCA - SWL24 \$12.95 | WOOKIEE WARRIORS - SWL25 \$24.95

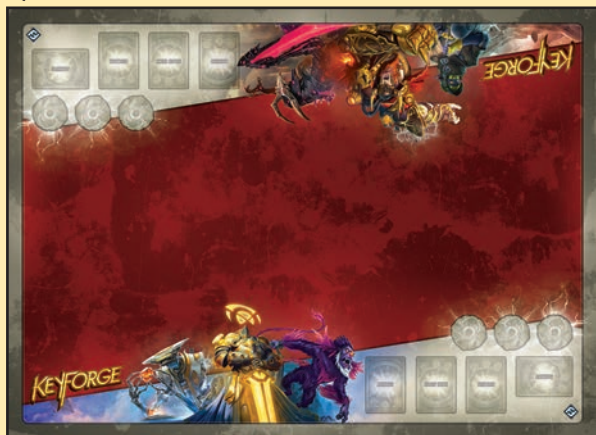
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Full contents not shown.

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FEATURED ITEM


KEYFORGE: CALL OF THE ARCHONS - ARCHITECT'S VAULT TWO-PLAYER GAMEDAT

Field your Archons' clashes in style with the *Architect's Vault Two Player Gamemat* for *KeyForge: Call of the Archons*! Whether you are participating in a high-caliber tournament or simply playing around the kitchen table, this 26 x 26 gamemat presents your cards in stunning fashion with original art from the expansive world of the Crucible. Ready your teams and prepare for a thrilling contest amongst the stars! Scheduled to ship in November 2018.

FFG KFS01PI

FEATURED ITEM


LEGEND OF THE FIVE RINGS RPG: EMERALD EMPIRE HARDCOVER

Learn of the intricacies of Rokugan with the *Emerald Empire Source Book* for *Legend of the Five Rings Roleplaying*! The Emerald Empire is vast and as varied as the seven Great Clans that control its lands in the name of the Hantei Emperor. Its society is modeled after the Heavens themselves. It is a culture steeped in history and tradition, in a land where decorum and propriety carry the weight of life and death. It is a land where spirits shape the very earth and control the flow of rivers and streams. *Emerald Empire* explores the places and people of Rokugan, from small villages of fisherfolk to mighty daimyo in their castles, to deep primordial forests and the spirits that dwell within. This book examines every aspect of life in the Emerald Empire, from food, to dress, to religion and spirituality, and matters of etiquette great and small. Scheduled to ship in November 2018.

FFG L5R04 \$49.95



FEATURED ITEM


THE LORD OF THE RINGS LCG: FIRE IN THE NIGHT ADVENTURE PACK

Fire in the Night is the second Adventure Pack in the Ered Mithrin cycle for *The Lord of the Rings: The Card Game*. You thought you could rest. After roaming far across Wilderland and slaying two powerful Dragon spawn, you have arrived at the Woodman settlement of Hrogar's Hill where you hope to gain some much needed respite from the dangers that have plagued you throughout the Ered Mithrin cycle. But it is not meant to be. Shortly after starting a meal, you are roused by the sound of alarm. Outside, a terrifying red-orange glow has cut a swath through the black night. The Dragons' mother has arrived to exact her revenge. The sixty

cards contained in *Fire in the Night* see you joining the people of Hrogar's Hill against an assault from the Dragon Dagnir the Terrible. Aiding you in this effort are several new player cards, including a new Silvan hero and several new allies. Only by banding together can you face down this menace and keep Hrogar's Hill from becoming a smoldering ruin. This is not a stand-alone deck. A copy of *The Lord of the Rings: The Core Set* and *The Wilds of Rhovanion* deluxe expansion are required to play. Scheduled to ship in November 2018.

FFG MEC68 \$14.95



FEATURED ITEM


STAR WARS DESTINY: ACROSS THE GALAXY BOOSTER PACK DISPLAY (36)

Across the Galaxy brings the characters of *Solo: A Star Wars Story* to *Star Wars: Destiny*. Before he was a hero of the Rebellion, Han Solo was a cocky young pirate just looking for a little adventure. With a crew of like-minded individuals that includes Lando Calrissian and Tobias Beckett, the dashing young rogue finds his way to *Star Wars: Destiny*. *Across the Galaxy* finishes the block started by *Legacies* and expands on its themes. Look for Plot Cards with negative point values, cards that grow stronger when you spot specific characters, and new ways to upgrade some of the most famous vehicles in the galaxy. Scheduled to ship in November 2018.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG SWD13-D \$107.64



FEATURED ITEM



STAR WARS: LEGION - CHEWBACCA OPERATIVE EXPANSION

Han Solo's ever-faithful companion, Chewbacca isn't afraid to follow his friends into battle and soon he can join Han and his fellow Rebels in the battles of *Star Wars: Legion*! Inside the Chewbacca Operative Expansion, you'll find everything you need to add Chewbacca to your Rebel army. A single unpainted, easily assembled miniature depicts Chewbacca roaring into battle, his trusty bowcaster at the ready. Meanwhile, his three signature command cards add more variety to your hand by giving Chewbacca the chance to team up with the trio of Han Solo, Luke Skywalker, and Leia Organa. Rounding out this pack are three upgrade cards that give you even more tools for equipping Chewbacca and your other units for battle. Scheduled to ship in November 2018.

FFG SWL24..... \$12.95



FEATURED ITEM



STAR WARS: LEGION - WOKIEE WARRIORS UNIT EXPANSION

Despite their imposing size, Wookiees are normally peaceful and proud. After years of suffering under Imperial rule, however, many Wookiees have taken to the battlefields of the Galactic Civil War as members of the Rebel Alliance. Although they are a rare sight on the battlefield, Wookiees can quickly enter a berserker rage that any surviving enemies will not soon forget. Within the *Wookiee Warriors Unit Expansion*, Rebel generals will find everything they need to add a group of Wookiees to their army as a special forces unit. The expansion features four unpainted, easily assembled Wookiee miniatures charging into the fray, brandishing their Ryyk Blades. You'll also find five unique upgrade cards that prepare the Wookiee Warriors for whatever they may face on the battlefield. Scheduled to ship in November 2018.

FFG SWL25..... \$24.95

WHY DO YOU PLAY?







TO HAVE FUN!

www.renegadegames.com

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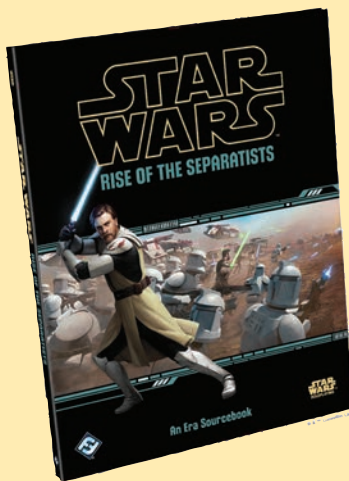


FEATURED ITEM

STAR WARS RPG: RISE OF THE SEPARATISTS HARDCOVER

Rise of the Separatists explores the early days of the Clone Wars and is fully compatible with every *Star Wars* Roleplaying Game Line including *Edge of the Empire*, *Age of Rebellion*, and *Force and Destiny*! Within this 144-page sourcebook, you'll find expanded player character options, new weapons, gear, and vehicles, profiles of famous *Clone Wars* era characters and GM guidance for running a campaign in this era, and more! Scheduled to ship in November 2018.

FFG SWR11 \$39.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - FIRST ORDER CONVERSION KIT

Strike out across the galaxy and sweep away the last remnants of the Republic with the *First Order Conversion Kit* for *X-Wing Second Edition*! This kit contains everything you need to strike fear into the heart of the Resistance and take your squad into the future of *X-Wing*, including a wide variety of new ship cards and tokens, more than one-hundred upgrade cards, and new maneuver dials for all of your First Order ships. Scheduled to ship in November 2018.

FFG SWZ18 \$29.95



FEATURED ITEM

STAR WARS X-WING: 2ND EDITION - FIRST ORDER MANEUVER DIAL UPGRADE KIT

Customize and enhance your maneuver dials as you declare your intention to take back the galaxy from the Republic with the *First Order Maneuver Dial Upgrade Kit* for *X-Wing Second Edition*! The three detailed plastic protectors included in this pack safely and securely house your ships maneuver dials while also allowing you to differentiate between your dials at a glance. Choose your maneuvers quickly and stylishly with the *First Order Maneuver Dial Upgrade Kit*! Scheduled to ship in November 2018.

FFG SWZ20 \$9.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - MINING GUILD TIE EXPANSION PACK

The original TIE/In design has served as the basis for countless variations serving many purposes, even those outside of Imperial demands. Thanks to their close collaboration with the Empire, the Mining Guild has access to state-of-the-art Sienar Fleet Systems technology, including their own version of this iconic starfighter. The result is a unique take on the TIE design, one ideally suited for the Mining Guilds operations that unlocks new tactical opportunities for your *X-Wing Second Edition Scum and Villainy* squadrons. Within the *Mining Guild TIE Expansion Pack*, you'll find everything you need to supplement your own mining operations and keep the profits flowing. Six ship cards including four unique pilots are ready to take the controls of the beautifully detailed, fully assembled Modified TIE/In Fighter miniature. Meanwhile, five upgrade cards invite you to further customize your *Mining Guild TIE* to suit the unique needs of your *Scum* squadron. Rounding out this expansion are a maneuver dial and all the tokens you need to experience this classic starfighter in a whole new way. Scheduled to ship in November 2018.

FFG SWZ23 \$19.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - RESISTANCE CONVERSION KIT

Rekindle hope in the galaxy and take your squad into the future of *X-Wing* with the *Resistance Conversion Kit* for *X-Wing Second Edition*! This kit contains the components you need to begin building your own Second Edition Resistance squadrons with your First Edition ship collection, including pilot cards, upgrade cards, and ship tokens. Among the ship cards and tokens you'll find new versions of Resistance heroes like Poe Dameron and Rey, each ready to bring their unique abilities to your custom-built squadrons. These pilots are complemented by more than 100 upgrade cards that give you the power to outfit your squadron however you see fit. Scheduled to ship in November 2018.

FFG SWZ19 \$29.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - RESISTANCE MANEUVER DIAL UPGRADE KIT

Customize and enhance your maneuver dials as you boldly declare your defiance of tyranny in all its forms with the *Resistance Maneuver Dial Upgrade Kit* for *X-Wing Second Edition*! The three detailed plastic protectors included in this pack safely and securely house your ships maneuver dials while also allowing you to differentiate between your dials at a glance. Choose your maneuvers quickly and stylishly with the *Resistance Maneuver Dial Upgrade Kit*! Scheduled to ship in November 2018.

FFG SWZ21 \$9.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - RZ-2 A-WING EXPANSION PACK

The main interceptor of the Resistance, the RZ-2 A-wing is the natural evolution of its predecessor used by the Rebel Alliance. With several field-tested refinements integrated into its design, the new generation of A-wing fighters boasts incredible maneuverability to go along with blazingly fast speed, which makes mastering this craft a challenge worthy of the greatest aces. The *RZ-2 A-Wing Expansion Pack* gives you everything you need to add one of these nimble fighters to your *X-Wing Second Edition* squadron. With six ship cards including four unique pilots and five upgrade cards, plus the maneuver dial and tokens included in this expansion pack, the *RZ-2 A-Wing Expansion Pack* gives you everything you need to stand toe-to-toe with the First Orders best! Scheduled to ship in November 2018.

FFG SWZ22 \$19.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - T-70 X-WING EXPANSION PACK

Carrying on the tradition set by ace Rebel pilots like Wedge Antilles, the heroes of the Resistance enter the fight against the First Order in the next evolution of the classic X-wing fighter. Upgraded in almost every conceivable way, the T-70 X-wing can equip a variety of astromechs, weapons, and other customizations preferred by individual pilots, making it an invaluable part of Resistance operations. With the *T-70 X-Wing Expansion Pack*, you can add the new generation of X-Wing fighter to your *X-Wing Second Edition* squadrons. Alongside a fully assembled and beautifully painted T-70 X-wing miniature, you'll find a full complement of twelve ship cards including nine unique pilot's upgrade cards, and the tokens, base, pegs and maneuver dial you need to add one of these powerful starfighters to your Resistance forces. Scheduled to ship in November 2018.

FFG SWZ25 \$19.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - TIE/fo FIGHTER EXPANSION PACK

Terrorize your foes with the next evolution of the iconic TIE fighter! The *TIE/fo Fighter Expansion Pack* contains everything you need to include the First Order's take on this classic starfighter in your *X-Wing Second Edition* squadron. Developed using technologies pioneered for the Empire's TIE Advanced program, the TIE/fo fighter is a shielded, mass produced TIE fighter that the First Order can use to spread terror across the galaxy. The strikingly detailed, pre-painted miniature in this expansion is accompanied by twelve ship cards including nine unique pilots and five upgrades, giving you all the raw power you need to begin rebuilding the Empire. Scheduled to ship in November 2018.

FFG SWZ26 \$19.95

GENIUS GAMES



CYTOSIS: CUSTOM MACROMOLECULE PIECES

Scheduled to ship in October 2018.
GEN 5006\$11.99



SUBATOMIC: AN ATOM BUILDING GAME

Subatomic is a deckbuilding game where players use their starting deck of photons and quarks to create protons, neutrons, and electrons. Players then use those subatomic particles to buy more powerful cards for their deck or construct elements to score points! Scheduled to ship in October 2018.

GEN 1007\$34.99



SUBATOMIC: CUSTOM METAL ENERGY COINS

Scheduled to ship in October 2018.
GEN 5007\$11.99

GOLDEN EGG GAMES



DICE & DRAGONS ROLEPLAYING DICE GAME

Dice & Dragons is a cooperative game in which each player will take on the role of a Hero in the land of Aqedia. Working together you will fight the most notorious dragons known to mankind. With each successful Hunt, you will gain Experience Points and Gold. Experience Points will lead you to gain new Skills, and with the Gold you acquire you can prepare for ever more dangerous dragons. Scheduled to ship in October 2018.

GEG 10012\$25.00

GREENBRIER GAMES



FOLKLORE: THE AFFLICTION - CRAFTING AND RECIPES

Crafting & Recipes adds crafting recipes and new items to *Folklore: The Affliction*, allowing players to create augmentations and unique items. Scheduled to ship in January 2019.

GNE FL04\$11.95



FOLKLORE: THE AFFLICTION MINIATURES BOX SET

Contains 77 highly detailed miniatures in 44 unique sculpts. Immerse yourself in the grim world of *Folklore: The Affliction* by replacing the games standees with even more beautiful representations. Bring your game nights to life with flesh eating ghouls, restless spirits, and many more terrors in 1in scale. All miniatures comes fully assembled and ready to paint. Scheduled to ship in January 2019.

GNE FL33\$59.95



FOLKLORE: THE AFFLICTION - WORLD EVENTS

World Events adds Environments, Festivals, Seasons, and Towns to *Folklore: The Affliction*. These optional mechanics provide additional variety and tension, altering your path through the main storylines for better - or for worse. Scheduled to ship in January 2019.

GNE FL03\$11.95

GREY FOX GAMES

CITY OF GEARS

City of Gears is a unique steampunk game of exploration, area control, worker placement, and engine building. From your incredible Factory, you must race to claim ownership over the magnificent ruins of an abandoned clockwork metropolis. Using your automation workers to cause clever chain reaction and knock opponents out of your way is key to victory.

GFG 96718.....\$59.99



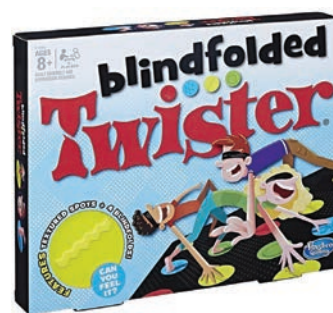
HASBRO



AWKWARD HUGS

Embrace the awkward with this laugh-out-loud game that's all about connections, questions and consequences! Two players are locked in a cozy embrace by the included hug belts, and the Hug Master asks 'yes' or 'no' questions such as, 'Would you swim with sharks?' or 'Do you text on the toilet?' Both huggers must answer the same way or they'll get a consequence card that directs them to do pretty zany things such as doing a squat together, stand like a flamingo, or perhaps stare at each other and make horse noises - all while still in the hug. Scheduled to ship in August 2018.

MLB E18460000.....PI



BLINDFOLDED TWISTER

The game that ties you up in knots now features blindfolds and textured shapes for a touch of mystery and loads of fun! In the *Blindfolded Twister* game, players still move to spots on the mat, but now they do it wearing blindfolds and play completely by touch and memory. The player chosen as the Spinner calls out the moves on the game spinner, and then the players wearing blindfolds feel around the textured shapes with their hands and feet to move around the mat. Get ready for loads of laughs whether playing the game or just watching! It's hilarious to see how players can end up in some really funny and awkward positions. Who will be the last player standing to win? Scheduled to ship in August 2018.

MLB E18880000.....PI



CHOW CROWN

It's the musical crown-spinning, chow-chompin' game. Put on the crown then load the dangling forks with various food. (Food Not Included, additional purchase required.) Ready? The crown will spin and play music - and the challenge begins! In the *Chow Crown* game, players try to bite off the food without using their hands, and aim to eat them all before the music stops. Want more of a challenge? Switch from the long game mode to the shorter game mode. The player

who eats the most food wins. Who will be crowned chow champ? Scheduled to ship in August 2018.

MLB E24200000.....PI



CLUE: CLASSIC REVEAL

The *Clue* game gets an update with a card-revealing mirror that holds the answers to the mystery. In this suspenseful game, players have to find out who's responsible for murdering Mr. Boddy of Tudor Mansion in his own home. Get the scoop on the mansion's rooms, weapons, and guests and start detecting! Was it Plum with the wrench in the library? Or Green with the candlestick in the study? Eliminate information throughout the game in this whodunit. When a player is ready to make an accusation, they secretly press the button on the mirror to reveal Who, What, and Where. A correct accusation wins the game! Scheduled to ship in August 2018.

MLB E32870000.....PI



DON'T LOSE YOUR COOL

Inspired by viral challenges that have gathered billions of views across the Internet, this game tests one's ability to stay calm under pressure. Players wear the Cool-O-Meter that measures their heart rate, and the opposing team rolls the dice that will determine how they'll try to get the player to get flustered. A change in heart rate effects the meter and when the meter gets high enough, the lights get to red, the alarm will sound, and the opponent wins for making that player lose their composure. Scheduled to ship in August 2018.

MLB E18450000.....PI



CONNECT 4: ROAD TRIP

This Road Trip Edition of the *Connect 4* game provides exciting *Connect 4* gameplay in a convenient and sleek portable case. Players can open the case, begin gameplay, pause the game and close the case, then open it again later to pick up where they left off. With this edition of the *Connect 4* game, players will want to keep an eye out for the colors of the cars they see because the exclusive Road Trip Rule gives players an additional turn if they see a car matching their disc color. So, line 'em up and go for the win in this game where strategy drives the competition! Scheduled to ship in August 2018.

MLB E32790450.....PI



FANTASTIC GYMNASTICS VAULT CHALLENGE

The exciting *Fantastic Gymnastics Vault Challenge* game lets players imagine being the next star gymnast! Players time their speed and strength to launch the gymnast down the vault track. At just the right moment, press the red button to send her up and over the vault, and try to stick the perfect landing. Get her to land on the 100-point zone on the mat for the win! Step-by-step instruction sheet also features tips for getting the perfect 100-point score. Scheduled to ship in August 2018.

MLB E22630000.....PI



CONNECT 4: SHOTS

The *Connect 4 Shots* game combines the gameplay of the *Connect 4* game with fast-paced, competitive excitement. Two players at a time race to get four balls of their color in a row to win. It's easy to play and super exciting as players keep bouncing the balls into the grid at rapid-fire speed. If players have bounced all the balls into the grid but

neither got four in a row, bounce the tiebreaker orange ball to determine the winner. Just two players are needed to play a game. Kids can also practice solo to prepare for a future *Connect 4 Shots* matchup. Scheduled to ship in August 2018.

MLB E35780000.....PI



www.CalliopeGames.com

By
Mike Elliott



BY
JAMES ERNEST



By
Eric M. Lang



*Perfect games for
friends and family!*



THE TITAN SERIES
GREAT GAMES BY GREAT DESIGNERS



HOT TUB HIGH DIVE

Watch out for the flying foam! Pour the included demo bubble solution into the tub unit, spin the spinner, then press the big red button the number of times shown to send the diver up or down the ladder. Every press of the button increases the amount of foam in the tub. Once the diver reaches the top of the ladder, he will fall into the tub, launching a ball of suds at the unlucky player. The only player not to cause the diver to fall and the foam to fly wins the game. Scheduled to ship in August 2018.

MLB E1919US60 PI



PIE FACE CANNON

The *Pie Face Cannon* game is a real blast as players take aim and pie their opponent with a cannon full of whipped cream. One player puts their chin on the chin rest behind the facemask. The other player spins the spinner, which will determine the angle of the cannon and how it will move. Then that player takes aim and launches the whipped cream. The player behind the mask tries to avoid getting 'pie-faced' by using the blocking hand. Players earn points by either blocking themselves or by successfully pie-ing their opponent. The first player to get 5 points wins! Scheduled to ship in August 2018.

MLB E19720000 PI



SORRY: ROAD TRIP

With this edition of the *Sorry!* game, players will want to look out for the Stop Sign space because the exclusive Hasbro Gaming Road Trip rule may have players move forward or back two spaces depending on the speed of their car. To play, kids spin the spinner and move one of their pawns according to what they spin. Players can jump opponent's pawns. But don't get bumped because it's all the way back to Start! The first player to get all four of their pawns from Start to Home wins! Scheduled to ship in August 2018.

MLB E32820450 PI



SPEECH BREAKER

Can you overcome the voice-jamming challenge? You're reporting live from the scene! Put on the game headset, talk into the microphone, and get your teammates to guess who/what/where without saying any of the words on the cards. What's the catch? The microphone jams your speech with a built-in delay. As you talk, you'll hear your delayed voice through the game headset, making it harder to speak clearly. For example, how would you report that 'an Alien is Swinging Kettlebells in a Glass House' without saying any of those words and in just 30 seconds with your speech jammed? Scheduled to ship in August 2018.

MLB E18440000 PI

HUB GAMES



UNTOLD: ADVENTURES AWAIT

Untold: Adventures Await is a collaborative storytelling game where you play the heroes in your own unfolding adventure TV series full of twists and turns. Like an episode of your favorite TV show, a game of *Untold* plays out over five Scenes. The game begins with players create a setting for their episode. The first Scene opens with the world facing A Dangerous Dilemma. You'll create characters in response to this threat. Then The Plot Thickens, making things trickier for your heroes. Next comes An Heroic Undertaking where there is a direct confrontation. With The Truth Revealed, the stakes become even higher for your heroes as they are catapulted towards The Final Showdown!

TCH UTD01 \$20.00

IDW GAMES

PREMIUM 1000 PIECE PUZZLES



TALES FROM THE CRYPT WEREWOLF

IDW 01648 \$19.99



WYNONNA EARP THIRSTY COWGIRL

IDW 01650 \$19.99

KENZER & COMPANY



HACKMASTER: GAMESMASTERS GUIDE (SOFTCOVER)

It's all about killing and breaking things! Delve into a wonderful, adventurous, over-the-top world of mad sorcerers, armies of orcs, and wicked weapons with the *HackMaster GameMaster's Guide*! An indispensable weapon in your arsenal, this full-color, black grimoire is a must-have for those with a desire to take up the GM's Shield and referee *HackMaster*. All things *HackMaster* are made possible by the secrets contained herein. Armed with this book you are a formidable individual with whom all must reckon. You will gird up your loins, don the armor of confidence that comes with knowing that you are a cut above the run-of-the-mill gamer, and proclaim, 'The GameMaster is always right!' Scheduled to ship in September 2018.

KEN 2603 \$39.99

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON

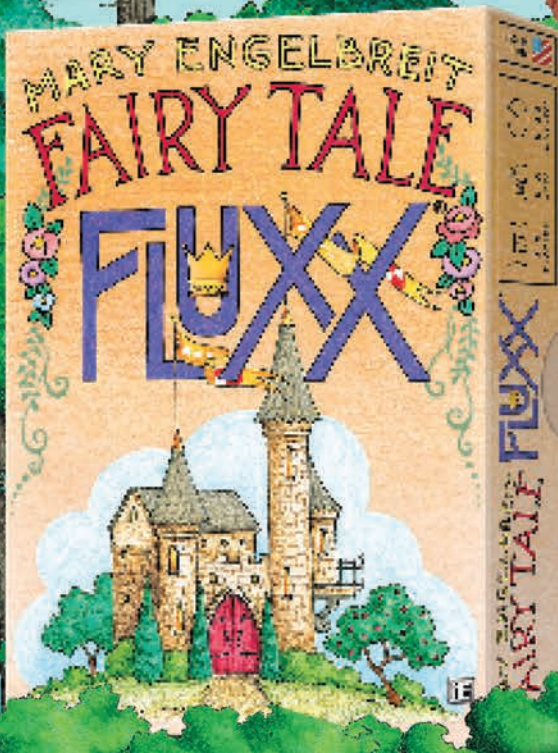


YU-GI-OH! TCG: HIDDEN SUMMONERS BOOSTER DISPLAY (24)

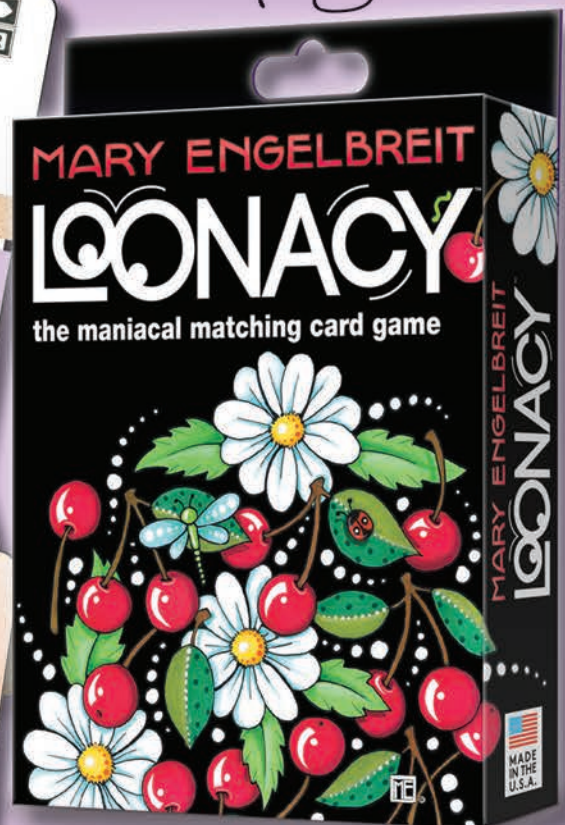
Hidden Summoners is Fall 2018's 60-card, all-foil booster set, and its packed with three new Deck themes that use multiple Summoning methods! Each Deck strategy introduced in *Hidden Summoners* combines the flexibility of Link Summoning with the raw power of another type of Special Summon. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84089 \$95.76

IT'S GIANT FUN!



Mary Engelbreit



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SPOTLIGHT ON



YU-GI-OH! TCG: SOUL FUSION SPECIAL EDITION BOX DISPLAY (10)

Soul Fusion Special Edition is jam-packed with value! Not only does it include three booster packs of *Soul Fusion*, each box is guaranteed one of two Super Rare variant cards, as well as one of two Super Rare preview cards of non-foil cards from the upcoming *Winter 2019* booster set! Fall's 100-card booster set, *Soul Fusion*, returns to the roots of *Yu-Gi-Oh!* with new Fusion Summoning strategies! Deck themes from the earliest years of Dueling get a new lease on life, and there are more new cards to bolster strategies from recent releases as well. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84014\$99.90



YU-GI-OH! TCG: SPEED DUELING STARTER DECK DISPLAY (8)

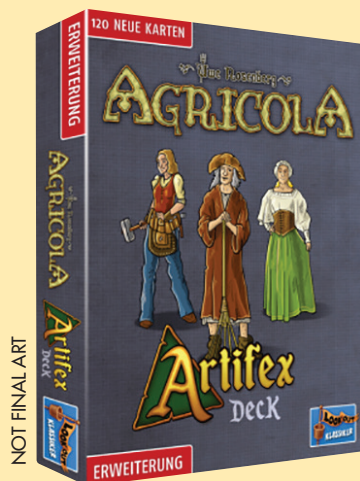
Real-life Speed Dueling is here! Following the hugely successful *Yu-Gi-Oh! Duel Links Mobile Game*, *Speed Dueling* will now be supported as a brand-new way to play the physical card game! The *Speed Duel Starter Decks* each contain three ready-to-duel *Speed Duel Decks* and three Ultra Rare variant cards specially chosen to boost each strategy. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84111\$79.92

YU-GI-OH! TCG: ZOMBIE HORDE STRUCTURE DECK DISPLAY (8)

Stock up on food and block all the entrances, the zombie horde is coming! *Structure Deck: Zombie Horde* builds upon the all-encompassing power of the *Zombie World Field Spell* to create Duels where Zombies reign supreme! As long as any *Field Spell* is in play, you can Summon this Deck's boss monster from your Graveyard during every Standby Phase. Its other ability to negate a monster's effect or banish a monster from the field or Graveyard only works when a *Zombie* monster uses its effect, so you'll want the *Zombie World Field Spell* in play so that all monsters on the field and in the Graveyard become Zombies! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84052\$79.92

LOOKOUT GAMES

FEATURED ITEM



AGRICOLA: ARTIFEX DECK EXPANSION

120 new cards for *Agricola*! 60 new minor improvements and 60 occupations that you can play on their own or combine with other decks. The base game rules remain unchanged. Note the clarifications on the sides of the box. Playable with up to 6 players when using the Expansion for 5 and 6 players!
LKG LK3532\$14.99

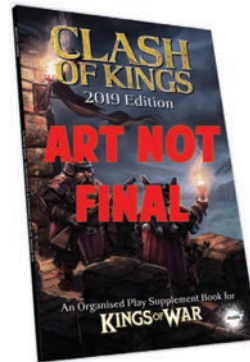
LARK & CLAM



UNRIVALED

Be best at being the worst. Be worst at being the best. Be *Unrivalled*. Welcome to a brand new party game experience where players guess the winner before each challenge begins! Draw a card and ask the question out loud. Who is the best artist? Who would make the best spy? Who was a problem child? Which group would make the worst sales team? Predict the winner and read the back of the card, where players are challenged to a variety of madcap contests of story-telling, trivia, dexterity and role-playing to determine who is the best, who is the worst and who is, ultimately, the *Unrivalled*. Scheduled to ship in November 2018.
LC2 2542\$19.99

MANTIC ENTERTAINMENT



KINGS OF WAR: CLASH OF KINGS 2019

The world of Mantic trembles once again as armies march to war. This year's annual organised play supplement includes all of the balance tweaks to continue to keep the game fun and competitive. There's also new magic rules, stats for new epic monsters, rules for playing grand sieges, and stats for using the brand new units from *Kings of War: Vanguard* in your games of *Kings of War*! Scheduled to ship in December 2018.
MGE MGKW16\$24.99



TERRAINCRATE: GM'S DUNGEON STARTER SET

Scheduled to ship in December 2018.
MGE MGTC0101\$99.99

MATTEL TOYS



APPLES TO APPLES: 15TH ANNIVERSARY EDITION

To celebrate the 15th birthday of *Apples to Apples*, the *Anniversary Edition* has a fancy black and gold look, and is packed with fresh content and exclusive Anniversary scoring golden tokens. Whether it is your first visit to the apple orchard or you've been drinking the cider for years, everyone will find outrageous laughs in the *Apples to Apples 15th Anniversary Edition*! It looks a little fancier all dressed up in black and gold, with updated content to keep things fresh but it is still the same classic game play that's sold more than 15 million copies. Just play a Black Apple card from your hand that best matches the White Apple card from the judge. If the judge picks your card, you win the round! Each sold separately, subject to availability. Colors and decorations may vary. Scheduled to ship in September 2018.
MAT CKJ87PI

MAX PROTECTION



CURRENT: COMIC BOOK (100)

Scheduled to ship in September 2018.

BACKING BOARDS 6 3/4" X 10 1/2"

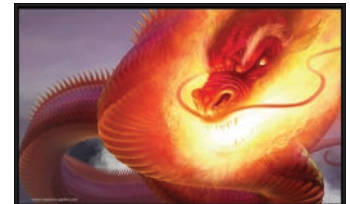
MAX MX-BBCURPI

BAGS 6 7/8" X 10 1/2"

MAX MX-CURPI

PLAY MATS

OFFERED AGAIN



O/A INFERNO - CHINESE DRAGON

MAX 8010MFIRPI



**O/A BRAINS! ZOMBIE
UNCLE SAM**
MAX 8010MBRA PI



O/A FIRE ANGEL
MAX 8010MAOR PI



O/A REAP IT - GRIM REAPER
MAX 8010MLOT PI



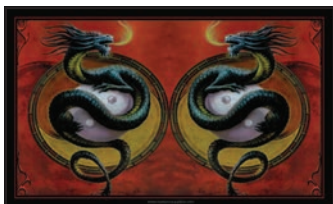
**O/A RIDER - WRAITH
ON HORSEBACK**
MAX 8010MMMK PI



**O/A COMING FOR
YOUR NUTS! - SQUIRREL**
MAX 8010MASQ PI



O/A THIRST - VAMPIRE
MAX 8010MVTH PI



**O/A PROTECTOR OF THE
WUDANG - DRAGON**
MAX 8010MYDD PI



**O/A FULL MOON -
WEREWOLF PLAYMAT**
MAX 8010MWWF PI

MAYDAY GAMES



POETRY SLAM

Step outta Squaresville and groove on down to a hip poetry slam. With each round, the challenges are gonna get more and more wild, ya dig? This ain't no money run. Poets will lose letters that they can't use in their words anymore. An' we wanna hear you blow our minds with far-out rhyming poems that'll let other poets guess your word. Have you got the hippest rhymes, daddy-o? Part word-game, part party-game, all fun! *Poetry Slam* is the strategic word creation game that can turn anyone into a beatnik poet. Come for the strategic decisions and stay for the hilarious and clever poems you and your friends will create. Scheduled to ship in September 2018.

MDG 4238.....\$35.00



RESCUE POLAR BEARS

Around the North Pole, the last icebergs are melting and the polar bears are facing the risk of being extinct. The players form a scientific organization to collect data about climate change to persuade the world governments to change their energy policy. Players drive rescue ships to complete a mission in the Arctic. As long as the players collectively gather enough data, they won't sink into the water, everyone loses! Scheduled to ship in September 2018.

MDG 4239.....\$60.00



*Roll your way
to fun!*



MR. B GAMES



MINT DELIVERY

Mint Delivery is a refreshingly light pick up and deliver game that packs a surprising amount of depth into a pocket-sized tin. Designed by Justin Blaske (Area 1851, *Mint Works*), *Mint Delivery* is a refreshingly light pick up and deliver game for 2 to 5 players with easy-to-learn rules and exciting strategic gameplay, all in about fifteen minutes. Its compact size makes it easy to put in your pocket and take it anywhere. Coupling that

with its approachable ruleset, *Mint Delivery* is a great tool for introducing new players to the genre of pick up and deliver. Scheduled to ship in August 2018.

MIB 996 \$13.99

NAUVOO GAMES

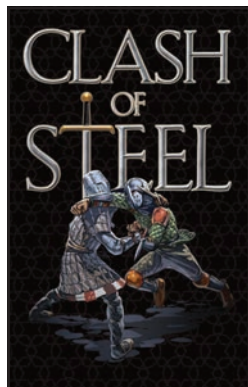


THE RECKONERS

The Reckoners board game is a fully co-operative game for 1-6 players, where everyone is working together to discover Steelheart's weakness and defeat him before the population of Newcago is destroyed. The gameplay utilizes a simultaneous dice rolling and re-rolling mechanism, so that all players are performing their turns at the same time. The dice results determine your available actions, but over the course of the game, players will be able to acquire new dice, improve their dice results with Equipment Cards, and earn Plan Tokens to perform extra actions, helping to mitigate the luck of the dice rolls. Then, Steelheart and other Epics will respond to the players with unique actions of their own, so players will have to choose their actions wisely and work as a team to save Newcago. Scheduled to ship in October 2018.

NVG 021 \$100.00

NOCTURNAL MEDIA



CLASH OF STEEL

Choose your weapons and clash steel with your foe in a duel to the death. *Clash of Steel* is a two-player card game of medieval duels, including two tuckbox decks and rulebook inside a magnetic-clasp outer box. Choosing your stance, select your target, manage your limited stamina, predict your opponent's actions while feinting and bluffing your own, and whittle their defenses down until you can land the final blow. Scheduled to ship in November 2018.

NMA 6138 \$14.99

NORTH STAR GAMES



MOST WANTED

Bandits! Bluffing! Gunslingers! And Nuns with Bad Habits! *Most Wanted* does for Poker what *King of Tokyo* did for Yahtzee: simplify the game down to its core charm and match it with a fun theme. With fast card play that keeps everyone involved, *Most Wanted* has 2-8 bandits wrangling to become the most notorious outlaw in the West. Playing the best hand - or bluffing with the worst hand could mean the difference between a successful train robbery or time spent in the slammer. Players can repent at church to make a new start, or even work some honest labor (gasp!) for bail money. Be the first player to 13 points and claim the dubious honor of being the MOST WANTED!

NSG 800 \$34.99

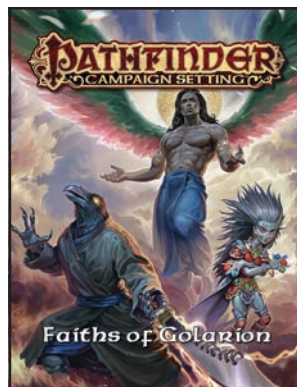
PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - RETURN OF THE RUNELORDS PART 5 - THE CITY OUTSIDE OF TIME

The Return of the Runelords Adventure Path continues as the heroes must infiltrate the icy realm of a terrible demigod on the Shadow Plane to perform the ritual needed to enter an ancient, time-locked Thassilonian city. Once there, the heroes must navigate a complex web of intrigue, politics, and looming threats to find the key to saving a storied nation from the wrath of a runelord! Scheduled to ship in December 2018.

PZO 90137 \$24.99



PATHFINDER RPG: CAMPAIGN SETTING - FAITHS OF GOLARION

Pathfinder Campaign Setting: Faiths of Golarion sheds light on 10 lesser-known deities, some popular within the Inner Sea Region, and some worshipped mostly in the lands beyond. From Chaldira Zuzaristan, the mischievous halfling god of luck, to Nivi Rhombodazzle, the deep gnome god of gambling, to Gruhasha the Keeper and Hei Feng the Duke of Thunder, this book offers details about these gods' histories, dogmas, and practices, all designed to enrich your campaigns with new divine lore. Scheduled to ship in December 2018.

PZO 92112 \$22.99



PATHFINDER RPG: FLIP-MAT CLASSICS - PIRATE SHIP

Sail the seas of adventure with *Flip-Mat Classics: Pirate Ship*, a gorgeous double-sided battle-scale map of the decks of a pirate ship, including cannons, sleeping quarters, cargo holds, and all the nooks and crannies you'd expect in a sailing vessel, while the flip side shows the rolling ocean. Chart a route to adventure with *Flip-Mat Classics: Pirate Ship*! Scheduled to ship in December 2018.

PZO 31022 \$13.99



STARFINDER RPG: CRITICAL HIT DECK

Add some flair - or some flames! - to your science-fantasy combats with the *Starfinder Critical Hit Deck*! Score a natural 20 on your attack roll? Draw a card to see which wild burst of technology or magic your strike unleashes! With dozens of new effects, these cards guarantee that your critical hits

will make enemies think twice about crossing your side of the galaxy. This set of 53 lavishly illustrated, full-color cards will enhance gameplay at any table! Scheduled to ship in December 2018.

PZO 7406 \$10.99



PATHFINDER RPG: FLIP-TILES - URBAN STARTER SET

More tiles! More options! New size! Create winding passages through an urban maze with just a flip! The new and convenient *Flip-Tiles: Urban Starter Set* features 42 full-color 6 x 6-inch map tiles, with courtyards, back alleys, and other urban features, both sides stunningly crafted by cartographer Jason A. Engle. These exciting new tiles put endless cities at your fingertips! Suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal. Wet, dry, and permanent markers erase from the tiles! These double-sided dungeon tiles come in convenient packaging for easy storage. Take your urban adventures to the next level! Scheduled to ship in November 2018.

PZO 4077 \$34.99



STARFINDER RPG: ADVENTURE PATH - SIGNAL OF SCREAMS 2 - THE PENUMBRA PROTOCOL

Infected with a sickness that threatens to turn them into twisted murderers, the heroes travel to the city of Cuvacara on the planet Verces to find the possible origin of the madness! They soon discover that a sinister company plans to release a new social media app that will corrupt the entire city. Surviving attacks from corporate assassins, the heroes can shut down the app's servers and discover the location of the company's hidden underground base on the planet's Darkside. Within are individuals who seem to have willingly undergone transformation and protect the facility with their lives. After confronting the charismatic executive in charge and learning of the mad scientist who created the signal, the heroes find out they are now trapped on the Shadow Plane! Scheduled to ship in December 2018.

PZO 7211 \$22.99



COSTUME PARTY ASSASSINS™

Innocent party-goers... Or deadly assassins?

In Costume Party Assassins™, players are all rival assassins that have been invited to the same costume party (faux-pas!). Because of the elaborate costumes, players do not know anyone's identity except their own.

Roam the party, mingle, have some punch, and try to assassinate all of your rivals. Be the last assassin partying and you win!



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PLE29100
MSRP: \$29.99



RIFTER

Scheduled to ship in September 2018.

#82

PAL 0182\$14.99

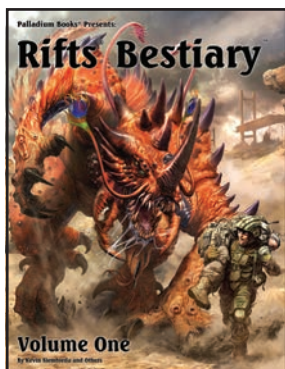
#83

PAL 0183\$14.99

RIFTS ANTARCTICA

Scheduled to ship in September 2018.

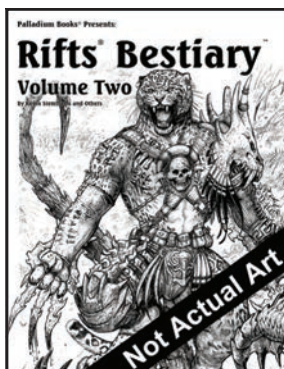
PAL 0898\$22.99



RIFTS BESTIARY: NORTH AMERICA VOLUME ONE

Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks. Predators, exotic riding animals, beasts of burden, alien horrors, giant insects, and more. New creatures and terror, updated where applicable with uniform stat blocks. A map for every creature showing where it is found. Scheduled to ship in September 2018.

PAL 0896\$26.99



RIFTS BESTIARY: NORTH AMERICA VOLUME TWO

Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks. Predators, exotic riding animals, beasts of burden, alien horrors, giant insects, and more. New creatures and terror, updated where applicable with uniform stat blocks. A map for every creature showing where it is found. Scheduled to ship in September 2018.

PAL 0897\$26.99

RIFTS CHAOS EARTH: PSYCHIC SCREAM

Scheduled to ship in September 2018.

PAL 0667\$17.99



FEATURED ITEM



CRYSTAL CLANS: MOON CLAN EXPANSION DECK

Raid and Pillage your foes with the Moon Clan a new clan deck for Crystal Clans. Moon Clan demoralizes its enemies by raiding their resources and invading their home zone. Muster an army of the dead with the Sunken Crew and their pirate ship the Risen Annabelle. Sneak past your opponent's squads with the monstrous Deep Ones' Submerge ability. Use Moon Clan's special ability — Plunder to force your opponent to discard cards off their draw pile as you defeat their units. Scheduled to ship in November 2018.

PHG PH1707\$9.95



FEATURED ITEM

STARSHIP SAMURAI: SHATTERED ALLIANCES EXPANSION

Shattered Alliances is an explosive expansion for Starship Samurai, bringing more variety and methods for inflicting humiliating defeat upon your friends! Two new, beautifully sculpted mechs bring new abilities to humble your enemies and combo with your other forces. A whopping forty new action cards will shake up your games with a level of variety that will leave every player guessing at their opponents' next moves. Many of these new action cards are clan-specific, bestowing even bigger, bolder effects on players allied with the right clans. Get ready to supercharge your battle. Scheduled to ship in November 2018.

PHG PH1801\$29.95



PLAID HAT GAMES



FEATURED ITEM

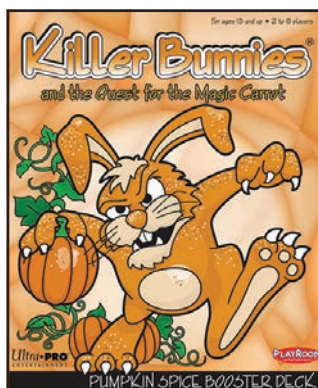


CRYSTAL CLANS: GEM CLAN EXPANSION DECK

Seek the power of the crystals with the Gem Clan a new clan deck for Crystal Clans. Gem Clan grows in power as crystals are claimed. Reduce the cost of crystals with Crystal Seekers. Protect your allies with the Ruby Dancers whose defenses increase for each crystal your opponent has scored. Use Gem Clan's special ability — Crystal Force to gain power for each crystal in any score area. Scheduled to ship in November 2018.

PHG PH1708\$9.95

PLAYROOM ENTERTAINMENT



KILLER BUNNIES QUEST PUMPKIN SPICE BOOSTER

When fall arrives, and that season is near, a new Killer Bunnies Booster Deck is nothing to fear! Pumpkin Spice adds 55 cards to your existing deck plus 10 round markers to keep trading in check! Scheduled to ship in September 2018.

UPI PLE49114.....PI

POKÉMON



POKÉMON: DRAGON MAJESTY SPECIAL COLLECTION - SALAMENCE-GX/ WHITE KYUREM-GX

Salamence-GX grew from humble beginnings into a mighty Pokémon of fire and rage. White Kyurem-GX combines two wildly opposite powers, and its mastery of fire and ice is unique among Pokémon. Both of these amazing Pokémon are available in these two powerful, dragon-themed collections!

PUI 80417.....PI

POKÉMON: POKE BALL TIN

The Pokémon TCG: Poke Ball Tin contains three Pokémon TCG booster packs and one Pokémon coin.

PUI 80367.....PI

A Dragon is born of Determination and Persistence

Koi™

by Bill Lasek

A light strategy game for 1 to 4



S&D 1003 \$39.99
September, 2018



SPOTLIGHT ON!

Pokémon

TRADING CARD GAME

POKÉMON TCG: 2018 WORLD CHAMPION DECK DISPLAY (8)

Don't miss your chance to stock your shelves with some of the world's greatest *Pokémon TCG* decks! Players can experience the thrill of competing like top Trainers every time they open a 2018 *Pokémon TCG World Championships Deck*. There are four powerful decks to choose from, each one a card-for-card replica of an actual title-contender's deck from the 2018 World Championships! Learn winning strategies from a selection of the best players in the game, and start making your own plans for the 2019 World Championships! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80419.....PI

POKÉMON TCG: FALL 2018 COLLECTOR CHEST

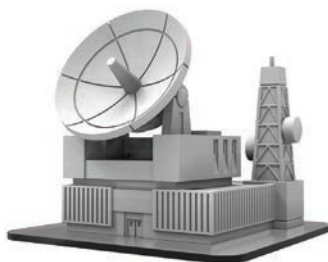
This sturdy metal case contains more than a dozen *Pokémon* goodies, including many not found anywhere else: five *Pokémon TCG* booster packs, three foil promo cards featuring Articuno, Zapdos, and Moltres!, A cool *Pokémon* coin, two colorful sticker sheets, a mini portfolio to store your favorite cards, and a *Pokémon* notepad and four pencils!

PUI 80418.....PI

PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in November 2018.



COMMUNICATIONS ARRAY BUILDING (RESIN)

PIP 51043.....PI



CORPORATE HQ BUILDING (RESIN)

PIP 51042.....PI



DOWNTOWN HIGH RISE BUILDING (RESIN)

PIP 51041.....PI



INDUSTRIAL COMPLEX BUILDING (RESIN)

PIP 51044.....PI



POWER PLANT BUILDING (RESIN)

PIP 51045.....PI



SKYSCRAPER BUILDING (RESIN)

PIP 51040.....PI

WARMACHINE

Scheduled to ship in November 2018.



CRUCIBLE GUARD AURUM ADEPTUS SYVESTRO WARCASTER (RESIN AND WHITE METAL)

PIP 37002.....\$14.99



CRUCIBLE GUARD AURUM OMINUS ALYCE MARC & BIG ALYCE WARCASTER ATTACHMENT SOLOS (2) (RESIN)

PIP 37005.....\$24.99



CRUCIBLE GUARD CAPTAIN EIRA MACKAY (VARIANT) BATTLE ENGINE/WARCASTER (RESIN AND WHITE METAL)

PIP 37019.....\$124.99



CRUCIBLE GUARD CRUCIBLE GUARD ASSAULT TROOPERS UNIT (RESIN AND WHITE METAL)

PIP 37021.....\$49.99



CRUCIBLE GUARD MARSHAL GENERAL BALDWIN GEARHEART & MR. CLOGG WARCASTER (RESIN AND WHITE METAL)

PIP 37015.....\$25.99



CRUCIBLE GUARD RAILLESS INTERCEPTOR BATTLE ENGINE (RESIN AND WHITE METAL)

PIP 37018.....\$119.99



MERCENARIES VANGUARD LIGHT WARJACK (RESIN AND WHITE METAL)

PIP 37024.....\$28.99

Q-WORKSHOP



CALL OF CTHULHU MASKS OF NYARLATHOTEP (7)

Scheduled to ship in October 2018.

QWS SCTX1N.....PI



CHANGELING 20TH AE 10D10 DICE

Scheduled to ship in September 2018.

QWS SOCH94.....PI



CLASSIC RPG DICE SETS (7)

Scheduled to ship in October 2018.

LAVENDER & WHITE

QWS SCL1B.....PI

OLIVE & WHITE

QWS SCL1C.....PI

STORMY & WHITE

QWS SCL1A.....PI



JAR OF CLASSIC RPG DICE

Scheduled to ship in October 2018.

QWS JMX07 PI



RUNEQUEST DICE SETS (7)

Scheduled to ship in September 2018.

BEIGE & BURGUNDY

QWS SRQU87 PI

TURQUOISE & GOLD

QWS SRQU97 PI

REAPER MINIATURES

DARK HEAVEN

Scheduled to ship in August 2018.



BATTLUGARD GOLEM MAGUS

RPR 03906 \$8.29



CELESTIAL STAG

RPR 03907 \$18.79



DARK DWARF CLEAVER

RPR 03905 \$7.79



ROCKMAW WHELP

RPR 03908 \$9.99



TORUK, HELLBORN BARBARIAN

RPR 03909 \$8.49



ZOMBIE TEENS (2)

RPR 03904 \$7.79



DUNGEON DWELLERS: LUWIN PHOST, ADVENTURING WIZARD

Scheduled to ship in August 2018.

RPR 07008 \$12.79



PATHFINDER PLAYTEST DICE SET (7)

Scheduled to ship in September 2018.

QWS SPAT96 PI



PATHFINDER RETURN OF THE RUNELORDS DICE SET (7)

Scheduled to ship in September 2018.

QWS SPAT1K PI



POLARIS RPG TURQUOISE & LIGHT YELLOW DICE (7)

Scheduled to ship in August 2018.

QWS SPOL94 PI



RUNEQUEST EXPANSION DICE (3)

Scheduled to ship in September 2018.

BEIGE & BURGUNDY

QWS SRQE87 PI

TURQUOISE & GOLD

QWS SRQE97 PI



STARFINDER AGAINST THE AEON THRONE (7)

Scheduled to ship in October 2018.

QWS STAR1H PI



VAMPIRE THE MASQUERADE 20TH AE 10D10 DICE

Scheduled to ship in September 2018.

QWS SOVA21 PI

SHINOBI 7



MY LITTLE PONY: TALES OF EQUESTRIA RPG - JUDGE NOT BY THE COVER

In *Judge Not by the Cover*, you'll find yourself setting out on a quest from the Crystal Empire, following an old map left by Starswirl the Bearded. At the other end lies a mysterious and magical library that only appears once every hundred years. Even with all his skill and research, Starswirl was never able to find the library, but he did leave a clue to the whereabouts of its future appearances. The library is set to materialise in Equestria again very soon, and only Starswirl's map can lead you there! Finding the library is only the beginning. What lies within, no pony knows, and only the bravest and most skilled adventurer will be able to discover the secret of the library and the identity of its enigmatic curator.

SH7 440311 \$24.99



KITTY PAW (RGS00536)

- Kitty Paw is a dexterity and reaction game.
- Quickly organize your kittens to match your card!
- "Meow" first to collect victory points!

MSRP: \$20 Ages: 6+ 1-4 Players 15-30 Min

Available Now!

GREAT FOR KIDS



SPY CLUB (RGS00816)

- Work together to collect clues and catch the culprit!
- Unlock new adventures with every game you play!
- 40 replayable modules!

MSRP: \$45 Ages: 10+ 2-4 Players 45 Min

Available Now!

REPRINT



THE TEA DRAGON SOCIETY (RGS00811)

- Based on the Oni Press graphic novel by Katie O'Neill.
- Beautifully illustrated with cute little dragons.
- Light card game with some deck building concepts.

MSRP: \$20 Ages: 10+ 2-4 Players 30-60 Min

Available Now!

REPRINT



THE FOX IN THE FOREST (RGS00574)

- Familiar trick-taking mechanics with unique character powers.
- Compact size is perfect for travel.
- Don't be too greedy! More tricks won't always win the game!

MSRP: \$15 Ages: 10+ 2 Players 30 Min

Available Now!

BEST SELLER



www.renegadegames.com

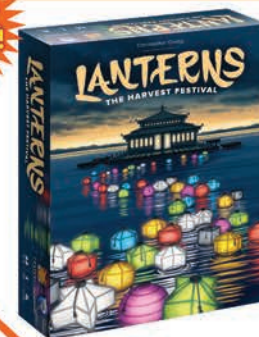
LANTERNS: THE HARVEST FESTIVAL (RGS00502)

- Place your Lantern tile.
- Collect Lantern cards and distribute cards to opponents.
- Exchange Lantern cards for victory points!

MSRP: \$35 **Ages:** 8+ **2-4 Players** **25-35 Min**

Available Now!

**EVER
GREEN!**



CLANK! A DECK-BUILDING ADVENTURE (RGS00552)

- Be Quick and Be Quiet! One False Step and... CLANK!
- Each careless sound draws the attention of the dragon!
- You can only enjoy your plunder if you make it out of the depths alive!

MSRP: \$60 **Ages:** 12+ **1-4 Players** **30-60 Min**

Available Now!

**BEST
SELLER**



FUSE (RGS00504)

- Roll the dice!
- Distribute the dice to defuse the bombs!
- Save the ship before the timer runs out!

MSRP: \$30 **Ages:** 13+ **1-5 Players** **10 Min**

Available Now!

**FREE
APP**



KIDS ON BIKES (RGS07119)

- 80 pages of full color rules, illustrated with the exceptional style of Heather Vaughan.
- Everything you need to play in ONE BOOK!
- Introduce a Powered Character into your game, that every player has a hand in controlling.

MSRP: \$25 **Designers:** Jonathan Gilmour and Doug Levandowski

Cover Artist: Heather Vaughan

Available Now!

**NEW
RELEASE**



STARLING GAMES

SPOTLIGHT ON



EVERDELL

Within the charming valley of Everdell, beneath the boughs of towering trees, among meandering streams and mossy hollows, a civilization of forest critters is thriving and expanding. From Everfrost to Bellsong, many a year have come and gone, but the time has come for new territories to be settled and new cities established. You will be the leader of a group of critters intent on just such a task. There are buildings to construct, lively characters to meet, events to host — you have a busy year ahead of yourself. Will the sun shine brightest on your city before the winter moon rises?

GSU H2600 \$60.00

ULISSES-SPIELE

WARHAMMER 40K WRATH & GLORY RPG



CHARACTER TALENTS AND PSYCHIC POWERS CARD PACK

This card deck contains handy reference material for a characters talents or psychic powers that they may possess.

UNA WGR0010 \$14.99

COMBAT COMPLICATIONS DECK

This card contains handy references for weapons, armour, and other important wargear for Wrath & Glory characters.

UNA WGR0009 \$19.99

TOKENS

These special tokens are sized appropriately for use with the Wrath & Glory battlemaps. Made from a clear, durable acrylic, these tokens are a great addition for any Wrath & Glory Game Masters toolbox. These tokens represent NPCs, monsters, and other adversaries encountered during the game.

UNA WGR0011 \$19.99

ULTRA PRO
INTERNATIONAL

ASCENSION: RETURN OF THE FALLEN EXPANSION 3RD EDITION

If You Want A Job Done, Sometimes You Have To Do It Yourself. Samael the Fallen God has returned in his true form, and is intent on obliterating your world. Will you be able to overcome monstrous obstacles and assemble a mighty army to end Samael's reign once and for all? *Ascension: Return of the Fallen* is the first expansion to the hit deck-building game from *Magic: The Gathering Pro Tour* Champions Justin Gary, Rob Dougherty and Brian Kibler. The first expansion to *Ascension* features exciting new heroes, constructs, monsters and introduces the game-changing Fate mechanic. This Third Edition is in new packaging and a new lower price! Scheduled to ship in September 2018.

UPI 10149 PI



BALL & CARD FLIP DISPLAY - CLEAR

Scheduled to ship in December 2018.

UPI 85445 PI



BATTLE PENGUINS

These feisty, flippered fighters can't fly but they sure are fun! Draft your custom team of adorable *Battle Penguins* and deploy them to frozen Battlegrounds. Who will emerge with the strongest, wisest, cutest, or most agile cold-weather combatants? Scheduled to ship in October 2018.

UPI 10150 PI



MAGIC THE GATHERING: ELDER DRAGON DECK PROTECTOR SLEEVES (100)

Scheduled to ship in August 2018.

ARCADES, THE STRATEGIST

UPI 86856 PI

CHROMIUM, THE MUTABLE

UPI 86857 PI

NICOL BOLAS, THE RAVAGER

UPI 86858 PI

PALLADIA MORS, THE RUINER

UPI 86860 PI

VAEVICTIS ASMADI, THE DIRE

UPI 86859 PI



MAGIC THE GATHERING: ELDER DRAGON DECK BOXES

Scheduled to ship in August 2018.

ARCADES, THE STRATEGIST

UPI 86861 PI

CHROMIUM, THE MUTABLE

UPI 86862 PI

NICOL BOLAS, THE RAVAGER

UPI 86863 PI

PALLADIA MORS, THE RUINER

UPI 86865 PI

VAEVICTIS ASMADI, THE DIRE

UPI 86864 PI



SOFT SLEEVES

Scheduled to ship in August 2018.

11x17" (50) UPI 85569 PI

1-POCKET ANTIMICROBIAL 8.5x11" (25) UPI 85695 PI

8.5x11" (50) UPI 85568 PI



UPPER DECK



DARK LEGACY: THE RISING - CHAOS VS TECH STARTER SET

Dark Legacy: The Rising is a unique card battle game that mixes strategy, character-building and dice rolling. You take on the role of a hero within one of six different clashing factions on the war-torn planet Titan. To defeat your opponent, you can build up a deck of magic spells that no one can withstand and summon the strongest army with the unique and various weapons, armor and relics by rolling the d20 strategically.

UDC 87300 PI



DARK LEGACY: THE RISING - DARKNESS VS DIVINE STARTER SET

Dark Legacy: The Rising is a unique card battle game that mixes strategy, character-building and dice rolling. You take on the role of a hero within one of six different clashing factions on the war-torn planet Titan. To defeat your opponent, you can build up a deck of magic spells that no one can withstand and summon the strongest army with the unique and various weapons, armor and relics by rolling the d20 strategically.

UDC 90157 PI

THE RISE OF QUEENSDALE



PLAY YOUR PART,

Disney Villainous



CLAIM YOUR DESTINY.

Woodlands

The Fable-ous tile-laying game



Ravensburger



DARK LEGACY: THE RISING - EARTH VS WIND STARTER SET

Dark Legacy: The Rising is a unique card battle game that mixes strategy, character-building and dice rolling. You take on the role of a hero within one of six different clashing factions on the war-torn planet Titan. To defeat your opponent, you can build up a deck of magic spells that no one can withstand and summon the strongest army with the unique and various weapons, armor and relics by rolling the d20 strategically.

UDC 90159.....PI



LEGENDARY DBG: MARVEL STUDIOS 10TH ANNIVERSARY

Commemorating the 10th Anniversary of the global theatrical phenomenon known as the Marvel Cinematic Universe, this limited edition addition to the *Legendary* family of deck-building card games features star-studded, action-packed, iconic imagery pulled directly from Marvel's phase one collection of movies. In this game, you are leading fan favorite Marvel Super Heroes like Captain America, Iron Man, and Thor to trounce Super Villains! This limited edition release is 100% compatible with all previous *Legendary* Marvel releases, theatrical or comics based, for countless combinations of seamless scenarios.

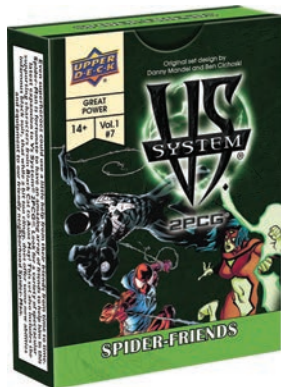
UDC 90201.....PI



VS SYSTEM 2PCG: SINISTER SYNDICATE

An inevitable side-effect to the indomitable effectiveness of a certain wise-cracking webslinger has resulted in his enemies effectively unionizing! This evil expansion to *Vs. System 2PCG* includes an unprecedented six new main characters and presents a menacing collection of Spider-Man's most notorious villains!

UDC 90541.....PI



VS SYSTEM 2PCG: SPIDER FRIENDS

Even Super Heroes could use a little help from their friends from time to time. Spider-Man is fortunate to have an amazing array of friends and allies to help him in this latest expansion to *Vs. System 2PCG*. Look for a variety of spectacular supporting characters from Black Cat to Aunt May! This set also includes an infamous black suit, that while a bit too clingy, does offer some new abilities and Symbiote equipment to our friendly neighborhood Spider-Man.

UDC 90539.....PI



VS SYSTEM 2PCG: THE NEW DEFENDERS

This final installment to the 3-part Great Power story arc is an expansion to an expansion, thereby expanding the *Vs. System 2PCG* vast character expanse! By popular demand this set adds new Defenders main and supporting characters, including one super-powered sub-mariner that is literally a game-changer!

UDC 90543.....PI

VALLEJO

AFV COLOR PRIMER (400ML)

Scheduled to ship in October 2018.

PANZER GREY	
VAL 28002.....	\$10.49
PANZER YELLOW	
VAL 28001.....	\$10.49
RUSSIAN GREEN 4B0	
VAL 28003.....	\$10.49
UK BRONZE GREEN	
VAL 28004.....	\$10.49
US OLIVE DRAB	
VAL 28005.....	\$10.49

INFANTRY COLOR PRIMER (400ML)

Scheduled to ship in October 2018.

ENGLISH UNIFORM	
VAL 28008.....	\$10.49
GERMAN FIELD GREY	
VAL 28006.....	\$10.49
RUSSIAN UNIFORM	
VAL 28007.....	\$10.49
US KHAKI	
VAL 28009.....	\$10.49

FANTASY COLOR PRIMER (400ML)

Scheduled to ship in October 2018.

ALIEN PURPLE		LEATHER BROWN	
VAL 28025.....	\$10.49	VAL 28014.....	\$10.49
BEASTY BROWN		MAGIC BLUE	
VAL 28019.....	\$10.49	VAL 28030.....	\$10.49
BLOODY RED		PALE FLESH	
VAL 28023.....	\$10.49	VAL 28024.....	\$10.49
BONEWHITE		SCARLET RED	
VAL 28013.....	\$10.49	VAL 28016.....	\$10.49
DARK GREEN		SICK GREEN	
VAL 28026.....	\$10.49	VAL 28028.....	\$10.49
DEAD FLESH		SILVER	
VAL 28022.....	\$10.49	VAL 28021.....	\$10.49
DESERT YELLOW		SUN YELLOW	
VAL 28015.....	\$10.49	VAL 28018.....	\$10.49
GOBLIN GREEN		ULTRAMARINE BLUE	
VAL 28027.....	\$10.49	VAL 28017.....	\$10.49
GORY RED		WOLF GREY	
VAL 28029.....	\$10.49	VAL 28020.....	\$10.49
GUNMETAL			
VAL 28031.....	\$10.49		

WARLORD GAMES



GATES OF ANTARES: VIRAI DRONES COURAGE MINING TEAM

Scheduled to ship in August 2018.

WLG 502216502.....PI

WIZARDS OF THE COAST



FEATURED ITEM



DUNGEONS & DRAGONS RPG: GUILDMASTERS' GUIDE TO RAVNICA

A perpetual haze of dreary rain hangs over the spires of Ravnica. Bundled against the weather, the cosmopolitan citizens in all their fantastic diversity go about their daily business in bustling markets and shadowy back alleys. Through it all, ten guilds — crime syndicates, scientific institutions, church hierarchies, military forces, judicial courts, buzzing swarms, and rampaging gangs — vie for power, wealth, and influence. These guilds are the foundation of power on Ravnica. They have existed for millennia, and each one has its own identity and civic function, its own diverse collection of races and creatures, and its own distinct subculture. Their history is a web of wars, intrigue, and political machinations as they have vied for control of the plane.

WOC C58350000.....\$49.95

GAME COLOR®

• ACRYLIC COLORS FOR FANTASY FIGURES •



ACRYLIC COLORS ESPECIALLY FORMULATED FOR
MINIATURES FIGURES IN FANTASY AND WARGAMES



ORCS & GOBLINS

Game Color set with photographs and painting guide by Ángel Giraldez for achieving the look of metal (gold & silver) without using metallic colors.



NON DEATH CHAOS

Non Death Chaos set including detailed step by step painting instructions with photographs by Ángel Giraldez for painting the miniature figures of the ghosts, zombies, monsters, vampires, demons and other malignant creatures of the night.



SPECIAL EFFECTS SET

Game Color set with photographs and painting guide by Ángel Giraldez for achieving the look of blood, scabs, vomit, rust and verdigris.

Follow us on: /vallejocolors



www.acrylicosvallejo.com

Background picture by Avatars of War





DUNGEONS & DRAGONS RPG: GUILDMASTERS' GUIDE TO RAVNICA DICE

Life in the big city isn't always easy. As tensions between the guilds run high, the streets of Ravens have never been more perilous. A good set of dice may just save your hide.

WOC C58580000.....\$24.95



DUNGEONS & DRAGONS RPG: GUILDMASTERS' GUIDE TO RAVNICA MAP PACK

WOC C58590000.....\$24.95



DUNGEONS & DRAGONS NOLZUR'S MARVELOUS MINIATURES

Dungeons & Dragons Nolzur's Marvelous Miniatures come with highly detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. Scheduled to ship in January 2019.

BLIGHTS	
WZK 73537	\$4.99
CARRION CRAWLER	
WZK 73535	\$4.99
FEMALE HALF-ELF BARD	
WZK 73538	\$4.99
FEMALE HALF-ORC FIGHTER	
WZK 73542	\$4.99
FIRE GIANT	
WZK 73579	\$14.99
MALE ELF ROGUE	
WZK 73539	\$4.99
MALE GOLIATH FIGHTER	
WZK 73541	\$4.99
MALE TABAXI ROGUE	
WZK 73540	\$4.99
MARILITH	
WZK 73534	\$4.99
TREANT	
WZK 73532	\$14.99
TRICERATOPS	
WZK 73533	\$14.99

WIZKIDS/NECA



NOT FINAL IMAGE

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS THE FALLING STAR SAILING SHIP

Adventure awaits on the high seas with the D&D Icons of the Realms: The Falling Star Sailing Ship! This fantastic fully-painted miniature of colossal stature and tremendous detail stands a whopping 17.2in tall, 33in long, and 6.4in wide (12.6in wide at the masts!) and has a myriad of features! Additionally, the deck tiles are reversible, with or without grid lines, to allow for whichever way you play or wish to display this premium show piece. This feature rich ship includes multiple stackable deck tiles allowing players to fight on the deck or in the dark underbelly of the ship, magnetized removable masts, removable stair cases, and even functional hatches on the sides of the ships for you to fire upon your enemies! Perfect for aquatic adventures, one shot side quests, or even taking on the godlike kraken, the D&D Icons of the Realms: The Falling Star Sailing Ship is sure to bring marvelous excitement to your tabletop! Scheduled to ship in January 2019.

WZK 73571

FEATURED ITEM



NOT FINAL IMAGE

MARVEL HEROCLIX: TRI-SENTINEL COLOSSAL

The Tri-Sentinel Colossal towers over the competition in this local gaming store release. The Grand Prize of the Days of Future Past Storyline OP event is now available for anyone who didn't get a chance to get one early! Utilize the power of Sentinels Mark IV, Mark V, and Mark VI combined together into one! This magically combined android proves itself to be greater than the sum of its parts. With 3 faces and 6 arms, the Tri-Sentinel has access to capturing cables, energy blasts, brute strength, and more! The Tri-Sentinel will be able to clash with multiple foes at once and utilize the powers of its previous incarnations. Scheduled to ship in January 2019.

WZK 73432

SPOTLIGHT ON



DUNGEONS & DRAGONS BLACK DRAGON TROPHY PLAQUE

The Black Dragon Trophy Plaque is made of foam rubber and latex that's carefully hand-painted for realistic detail. The trophy plaque comes with everything you need to mount the plaque to your wall. Scheduled to ship in January 2019.

WZK 73447

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STEVE JACKSON GAMES

MUNCHKIN[®]

COLLECTIBLE CARD GAME

Designed by Eric M. Lang and Kevin Wilson

GRAVE DANGER[™]



NOVEMBER
2018

PLAY TODAY!

Undead and loving it.

MunchkinCCG.Game



#PlayMunchkinCCG





PATHFINDER DEEP CUTS UNPAINTED MINIATURES

Pathfinder Battles Deep Cuts come with highly detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. Scheduled to ship in January 2019.

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SPOTLIGHT ON



PATHFINDER DEEP CUTS UNPAINTED MINIATURES: GARGANTUAN DRAGONS

Pathfinder Battles Deep Cuts come with highly detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. Scheduled to ship in October 2018.

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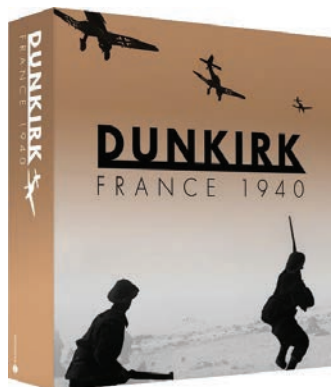


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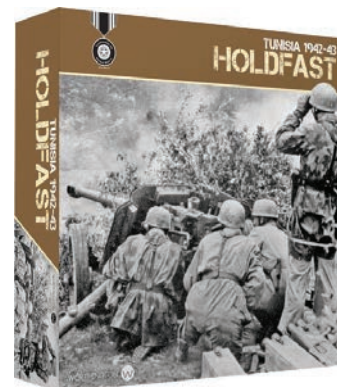
WORTHINGTON GAMES



DUNKIRK: FRANCE 1940

Dunkirk: France 1940 is a block wargame designed by Doug Bryant. The game allows you to refight the German invasion of France, and the low countries in May and June of 1940. Before the game begins the German player picks a strategy card that has various goals for him to attain for victory. Each player has a hand of cards that add to battle, reinforcements, and other elements that occurred or could have occurred during the game. The game is not card driven, but card enhanced. Scheduled to ship in August 2018.

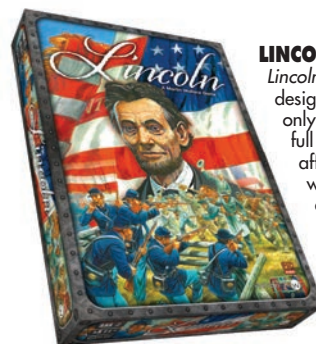
WOG WPUB060.....\$75.00



HOLDFAST: TUNISIA

Holdfast: Tunisia is a block war game that allows players to refight the World War II desert campaign that saw the American army enter the war in Europe. The German, Italian, American, and British army are all present as well as national sub-units within each. The Axis and Allies each receive 30 blocks with labels as they use Resource Points to perform actions with their units such as movement and combat. Each turn players will add replacements to units on the board using Resource Points. Scheduled to ship in August 2018.

WOG WPUB053.....\$75.00



LINCOLN

Lincoln is a 2-player game designed by renowned designer Martin Wallace. Players use cards to not only maneuver their armies across the beautiful full color hard mounted game board, but also to affect the blockade, and bring Europe into the war. Lincoln is not only rich in game play but also depth and replay ability. Scheduled to ship in August 2018.

WOG WPUB075.....\$45.00

WYRD MINIATURES

THE OTHER SIDE



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**ABYSSINIA MECHANIZED INFANTRY**

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**CULT OF THE BURNING MAN
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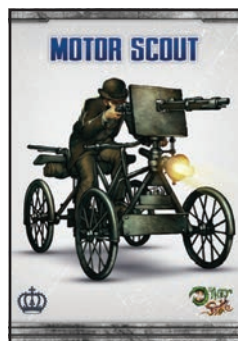
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**GIBBERING HORDES EGG CLUTCH**

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**GIBBERING HORDES MORPHLING**

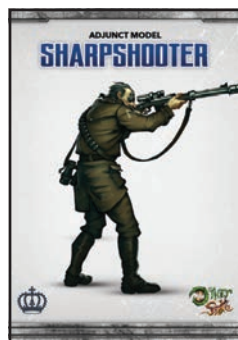
WYR 40211\$12.00

**KING'S EMPIRE MOTOR SCOUT**

WYR 40108\$25.00

**KING'S EMPIRE
ROYAL RIFLE CORPS**

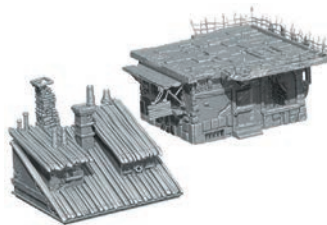
WYR 40103\$45.00

**KING'S EMPIRE SHARPSHOOTER**

WYR 40111\$12.00

WYRDSCAPE

Scheduled to ship in September 2018.

**ABANDONED STORE**

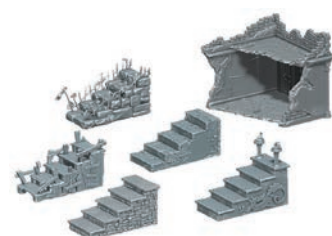
WYR WS016\$60.00

**HAUNTED SPIRES**

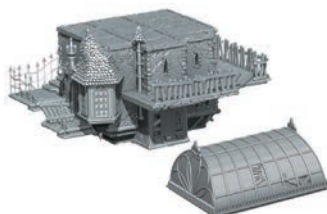
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**MAKESHIFT DEFENSES**

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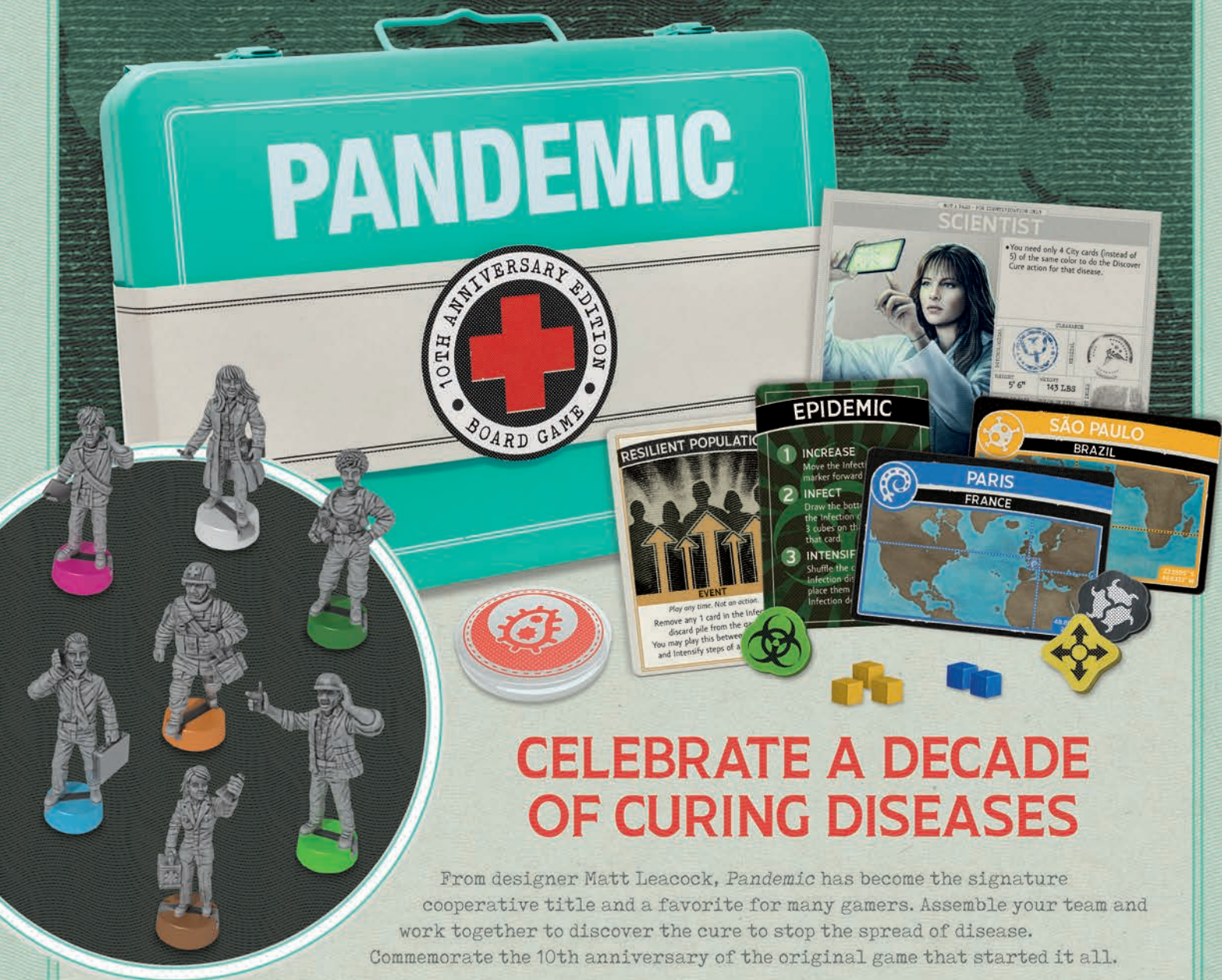
Z-MAN GAMES**FEATURED ITEM****PANDEMIC: 10TH ANNIVERSARY EDITION**

From designer Matt Leacock, *Pandemic* is a cooperative game of teamwork where an elite team must work together to keep four deadly diseases at bay. Assemble your team to discover the cure, stop the spreading diseases, and avert a global disaster. Celebrate a decade of curing diseases with the game that started it all. This beautifully-rendered anniversary edition of *Pandemic* includes a custom metal box, all-new art with a vintage aesthetic, large ID cards, plastic figures, and plenty of wooden pieces. Can you save humanity? Scheduled to ship in November 2018.

ZMG ZM7102\$99.99

PANDEMIC®

10TH ANNIVERSARY EDITION



CELEBRATE A DECADE OF CURING DISEASES

From designer Matt Leacock, *Pandemic* has become the signature cooperative title and a favorite for many gamers. Assemble your team and work together to discover the cure to stop the spread of disease. Commemorate the 10th anniversary of the original game that started it all.

This beautifully rendered limited edition includes a custom metal box inspired by vintage first aid kits, all-new art, detailed plastic figures, large ID cards, Petri dishes, and wooden bits that pay tribute to the game's 1st edition.



Can you save humanity?

Pandemic 10th Anniversary | ZM7102 | \$99.99

Z-MAN
games
ZManGames.com

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Cheapass Games Presents

CURSED HAND

A new Pairs game for 2-6 Players



Cursed Hand is a Halloween-themed Pairs game, loosely inspired by John Kovalic's **Shallow Ones** Pairs deck. You can, of course, play Cursed Hand with any Pairs deck.

In short, players are trying to avoid penalties. You will take turns passing a ghost hand, which is "cursed" if it contains a pair. You earn a penalty by passing a cursed hand and being discovered, or by falsely accusing a player who did not pass you a cursed hand.

As in the original **Pairs** game, there is only one loser. But unlike that game, this one has secret information, bluffing, and deduction!

Players: 2 to 6

You Need: A Pairs deck

To Begin: Shuffle the deck and deal a hand of seven cards to each player, or six cards each if there are six players.

Each player chooses one card to start their graveyard, which is a collection of faceup cards in front of you.

Reveal these cards simultaneously. The *highest unique card* will take the first turn. If there is no highest unique card, then randomly pick one of the highest cards to go first.

Summary of Play: Players will pass a "ghost hand," a hand of cards that grows by one card each time it is passed.

The ghost hand is "cursed" if it contains a pair (two cards of the same rank). *The ace is wild, and matches the highest card.*

Starting the Ghost Hand: If there is no ghost hand, start by drawing a card from the deck. Then you will create a new ghost hand using *any two cards from your hand*.

Pass this hand to the player on your left, face down.

Receiving the Ghost Hand: When you are passed the ghost hand, you have two options: to *call* it, which exposes the hand, or to *accept* it, which means you will take it and add a card. You should call the ghost hand when you believe it contains a *pair*.

Call: Reveal the ghost hand. If it is *cursed* (that is, if it contains a pair), then you were right to call, and the player who passed you the hand must add one copy of *each paired card* to their graveyard.

If the ghost hand was *not* cursed, then you were wrong, and you add the *highest card* to your graveyard.

Either way, the ghost hand is discarded and you will start the next one (unless the game is over).

Accept: Look at the ghost hand, add one card from your hand, and then pass it to the next player.

*If you accept the ghost hand but you have no cards left, the hand is revealed but the penalties above are reversed. In other words, you are only penalized if the hand **is** cursed.*

Ace is Wild: The ace (the one) is *wild*, and always matches the *highest card* in the ghost hand. This card is never taken as a penalty; you always take the natural part of any Pair.

End of Game: When a player collects a pair in their graveyard, the game is over and that player loses.

The game can also end if the deck, or any player's hand, runs out of cards. In this case, the loser is the player with the most points in their graveyard.

Extended Variation:

Play until one player has lost a total of three times.

The **Shallow Ones** deck, illustrated by John Kovalic, features adorable little Lovecraftian horrors, and a game variant called "Monster."

Do you love PAIRS?

So do we! Come back for a new **PAIRS** game every month in 2018. More than 30 games and variations are already available in the *Pairs Companion Book*, from Cheapass Games. Look for the free PDF at playpairs.com.



cheapass.com



WARHAMMER 40,000 ROLEPLAY WRATH & GLORY



Wrath & Glory is a totally new game system for Warhammer 40,000 Roleplay. Take your first steps into the grim darkness of the far future and experience thrilling tales of the imagination.

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CORVUS BELLI INFINITY

THE ARRIVAL OF THE SNAKE-EATERS

AN ARTICLE BY GUTIER LUSQUÍÑOS

VARUNA IMMEDIATE REACTION DIVISION: SNAKE-EATERS

CVB 281204-0743 PI |

Available November 2018!

One of the great pieces of news from the Infinity Universe of the present year is the arrival of the Varuna Immediate Reaction Division, or the Snake-eaters for short, a new Sectorial Army for PanOceania. Eagerly awaited from the PanOceania community of players since it was announced, the truth is that few things were known about this new army.

One of the great pieces of news from the Infinity Universe of the present year is the arrival of the Varuna Immediate Reaction Division, or the Snake-eaters for short, a new Sectorial Army for PanOceania. Eagerly awaited from the PanOceania community of players since it was announced, the truth is that few things were known about this new army.

As the name implies, the Snake-eaters are the main PanOceania quick reaction force, always ready to be deployed where the PanOceania citizens or interests are threatened. For that reason, it is composed mainly of light units, easier to transport and deploy quickly. All new units have this characteristic, but as this is Varuna, we cannot leave behind the Cutter, which is one of the most iconic troops from this planet. The Varuna Immediate Reaction Division also includes the Mechanized Cavalry, the PanOceania standard TAG, but with a Fireteam: Duo that will be more used for other units able to join that Fireteam rather than with two Squalos. Nowadays, the

players will have that option available. The Orc Troops, a PanOceania core unit, is there too, but with some additions to fit with the operational behaviour of this army, and being able to join the Fusiliers' Fireteams, where you can find Fusilier Bipandra. Following this idea, the Kamau, the Varuna's elite light infantry, become a jack-of-all-trades unit, able to join and reinforce any Fireteam of this Sectorial Army.

The new additions to the PanOceania unit list, Zulu-Cobra Special Intervention and Reconnaissance Team and the Echo-Bravo Rapid Reaction Unit, are both forward units equipped with high technology weaponry and conceived to provide an improved capability to reach their targets. A kind of work that fits and complements the Croc Men's one.

The Knights of Montesà, a Military Order which is expanding their influence, have been reinvented, getting motorcycles and now becoming true futuristic mounted knights. And finally, the Helots, the aboriginal aliens

from Varuna, make their appearance, as a militia with a rear-guard support profile and a bunch of interesting skills. But we cannot forget about the special characters, and Patsy Garnett, an NCO from the Orc Troops' Varuna Division will become a fan-favourite of all PanOceania players thanks to her ability to join any Fireteam.

As can be seen, the Varuna Immediate Reaction Division has been conceived as a mainly light force with mid-table control capabilities providing PanOceania players with a different game experience compared with other Sectorial Armies from this faction. It is not just the new units this army provides, but also the flexibility of its Fireteams that makes it distinctive and also provides the feeling of being a force composed by true special operators. As such, they are the PanOceania Snake-eaters!



The Infinity Tournament System (ITS) is Infinity's official system for organized play, and features a ranking system to keep track of each player's score.

This Competition Pack includes a code to create an official Tournament, a lot exclusive prizes and an exclusive miniature*.



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The Aristeia! Global League (AGL) is Aristeia's official system for organized play, and features a ranking system to keep track of each player's score.

This Event Kit includes a code to create an official Tournament and a lot exclusive prizes.



*The miniature is supplied unpainted.

ARKHAM HORROR

The year is 1926, and it is the height of the Roaring Twenties. Flappers dance till dawn in smoke-filled speakeasies, drinking alcohol supplied by rum runners and the mob. It's a celebration to end all celebrations in the aftermath of the War to End All Wars.

Yet a dark shadow grows in the city of Arkham. Alien entities known as Ancient Ones lurk in the emptiness beyond space and time, writhing at the thresholds between worlds. Occult rituals must be stopped and alien creatures destroyed before the Ancient Ones make our world their ruined dominion.

Only a handful of investigators stand against the horror.

Will they prevail?

Arkham Horror: Third Edition

AHB01 | \$64.95 | Available 4TH Quarter 2018

Arkham Horror Third Edition is the next evolution of the classic cooperative game of cosmic horror. Set in the roaring 1920s, Arkham Horror sees one to six players take on the roles of investigators fighting to stop the approach of an unknowable evil.

You'll have to dig for clues, find allies and weapons, and defeat terrifying enemies to stand any chance of rebuking the overwhelming darkness. But these tasks take a toll—as your investigator drifts beyond the veil of our reality, will they be able to save the world with their sanity intact?

Arkham Horror sees you and your friends teaming up to take on one of four different scenarios. Each of these scenarios heralds the coming of a terrifying Ancient One, and you'll have to maintain your sanity to prevent their arrival and achieve victory!

CHOOSE YOUR INVESTIGATOR

Your first step into madness in *Arkham Horror Third Edition* involves choosing your investigator. Players familiar with games like *Arkham Horror: The Card Game* and *Mansions of Madness* are likely to recognize the twelve heroes of the city.

Defeat foes with panache and style as the dilettante Jenny Barnes, discover the mystic arts with the mysterious waitress Agnes Baker, or approach the problem scientifically with the astronomer Norman Withers. Each of these investigators comes with their own unique set of skills and tools, making this choice an important factor in how you will deal with the chaos to come.

A WORLD OF MADNESS

Each of the four scenarios included in the base game determines how you will organize the modular board that represents the city of Arkham. Your job is to search for clues scattered amongst the city while defeating and avoiding powerful enemies that look to physically impede you or drive you to utter madness.

Your final goal won't be clear when the scenario begins: it's not as simple as just closing some gates! Archive cards provide narrative context to your games while also providing short-term goals. Perhaps you need to gather three clues, maybe you're supposed to defeat a powerful enemy, or maybe you must make a deadly choice as a group. Regardless, once your goal is met, more cards are added to the codex, providing even more objectives. Accomplishing these goals will eventually lead you to victory! But things will also go horrifyingly wrong. As doom spreads across the city, negative archive cards can be revealed, impeding investigators, and if they are not cautious, utterly defeating them.

On your turn, you will take two different actions that range from moving across the city, to researching clues, to gaining resources, to fighting monsters. This is where communication and cooperation come into play, as you will have to carefully coordinate with your allies to balance researching clues with defeating enemies and warding off the doom they spread. But these aren't the only challenges you'll face in the game.

After everyone has taken their turn, every player has an encounter by drawing a card from various encounter decks. These decks correspond to the neighborhoods in Arkham, meaning every spot on the board will offer unique encounters. Your investigators might catch a brief moment of respite... or sink deeper into the madness of despair. Maybe you'll find a weapon to defend yourself in a mysterious shop on the far side of town, or perhaps the police will finally believe your mind-bending story.

The final part of the round sees players drawing mythos tokens from the Mythos Cup. These tokens warp and change the city of Arkham, spawning terrifying monsters and spreading doom across the city. But they can also create new clues that may eventually lead investigators to victory. Once every investigator has pulled two tokens, a new round starts with investigators delving into an increasingly warped and bizarre city.

STEP INTO THE UNKNOWN

In the madness of *Arkham Horror Third Edition*, the investigators must battle to succeed in their task... or succumb to the madness. The spread of doom can introduce new chaos, poor decisions can drive investigators insane, and terrifying monsters can tear them apart. Are you brave enough to explore a doomed city while keeping your sanity intact? Find out in the fourth quarter of 2018!

FANTASYFLIGHTGAMES.COM

TM & © 2018 Fantasy Flight Games





By WizKids/NECA

SEAL TEAM FLIX WIZKIDS

SEAL TEAM FLIX

WZK 73452 \$59.99 | Available Now!

Mission 0-Alpha: EXERCISE GOLF TANGO MIKE E-7
Map(s): SUBWAY

SEALS: 4 SEALS ONLY: SCORE

Any Difficulty 2x Any Objective Token • N/A

Turns: 12 TANGO POOL: 0

BRIEFING: January 7th, 2015 // Undisclosed Training Location

Well, folks, this is your final training mission prior to deployment to the teams. In this exercise, it will be force on force, with two-man squads attempting to carry documents from the insertion point to the extraction point before the other squad. You'll be in our mockup of a train terminal, with plenty of room to hide, plenty of cover, and magazines full of simulated ammunition. Good luck to you, Sailors.

Primary Objectives: Deliver your documents to the extraction point before the other squad does.

Secondary Objectives: None



SPECIAL CONDITIONS:

- THIS IS A TEAM COMPETITIVE MISSION, WITH TWO SEALS EACH ON TWO TEAMS.
 - If two players are playing, each will control two SEALS.
 - If three players are playing, one will control both of one team's SEALS and the other two players will control one each of the opposing team's SEALS.
 - If four players are playing, each will control one SEAL each.
- Place green doors on all doorways
- Place cover blocks per the normal rules
- Each team rolls 2D6. Highest result chooses if they want to go first. The team with the lower result drafts the first E-7 specialty. Teams alternate choosing specialties until each SEAL has one. Each SEAL then prepares their loadout.
- The first SEAL team places the Alert token near their player boards to remind everyone who acted first. They place their SEALS in their starting area, then the other team places their SEALS.
- Starting with the first team, activate one SEAL. Then the OPPOSING team activates a SEAL. Repeat for the remaining SEALS, alternating team activations.
- If your team acted LAST in a round, you will act FIRST in the next round. Pass the Alert token back and forth to keep track of this.



- This exercise will not use any Tangos for its duration, and each team will start with one objective token, representing the documents, placed beneath one of their SEALS.
- The objective is, using normal Action rules, to move from your Starting Area and end the carrier's Move action within the opposing team's Starting Area.
- NOTE: This is a combat exercise! If someone completes the objective before any SEALS have taken fire, both teams WILL be in a world of hurt!
- If a SEAL would normally be KIA due to wounds, place it next to the board with a D6 die set to 3 pips next to it. At the beginning of each subsequent round, reduce the value of that die by 1. When it gets to a value of 1, place the SEAL back on the board in its Starting Area, reset it to full health, and then continue play as normal.
 - If a SEAL carrying an objective token is removed from the board, the objective token remains in the space last occupied by the SEAL.
 - It can be picked up ONLY by a member of that team! A SEAL must be on or adjacent to a token in order to pick it up. Picking up the objective token is a free action.
 - For this exercise, consider the objective tokens to be indestructible.
- The exercise immediately ends when one team's SEAL who is carrying the objective token ends its Move action inside the opposing team's Starting Area.



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CatDragon
GAMES

A Game by Talon L. Coleman

CDG0020 \$11.99

Disclaimer: no dragons were harmed in the making of this game...
or pretty much ever...

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BRINGING LOVECRAFT TO LIFE



PETERSEN GAMES

PATHFINDER: CTHULHU MYTHOS

PTG RPG-PF..... \$44.99 | Available Q2 2018!

Petersen Games is releasing its first RPG product!

It's a new project titled *Sandy Petersen's Cthulhu Mythos – Pathfinder* has over +100 Cthulhu entities, as well as rules for bringing Lovecraft (from the foremost experts of it) to the High Fantasy/Sword and Sorcery world of Pathfinder.

Lovecraftian horror, however, is famously difficult to adapt to non-literary sources, including film and tabletop RPGs.

But most challenging of all is bringing his monsters to life visually. In producing a Cthulhu Mythos themed sourcebook for a roleplaying game far more focused on tactical combat than my own RPG (*Call of Cthulhu*), we had to figure out how to solve these challenges.

GREAT CTHULHU AND OTHER GREAT OLD ONES

Cthulhu is mountainous in size. In the tabletop board game of *Cthulhu Wars*, there's no problem. Our 8-inch model is easy to see, scary, and makes a great icon for Cthulhu. But in a tactical RPG, sizes are supposed to be accurate. So, no one can make a figure big enough to be Cthulhu himself! (I once calculated that he is a minimum of 100 meters tall, which means at this size his figure would be the height of a real person). So how can we portray Cthulhu without a figure? In addition, Lovecraft makes it abundantly clear that people have no chance against Cthulhu — his arrival is an extinction level event.

Other Great Old Ones and Outer Gods represent similar difficulties. Having players battle and defeat the King in Yellow is ... anticlimactic. So what we have done is to turn these super-beings into what amounts to an environmental effect. Each has several "stages" to progress through, each more dire to the world around them. These stages

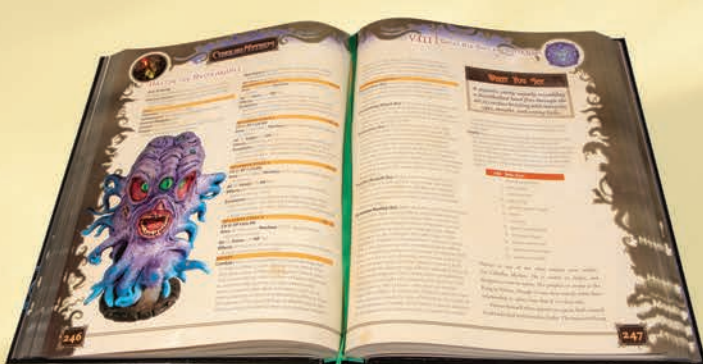
represent the Great Old One becoming more immanent, more real, until the final horror when he is there fully in person.

For example, Cthulhu changes the geometry of the universe by his presence at Stage One, Cthulhu changes the geometry of the universe around him, increasing the reach of his minions, and decreasing that of the heroes. At Stage Two, the physical world changes — escape paths become dead-ends or circles, and so forth until at Stage Four, people can stumble through odd angles into other planes of existence and horrific monsters are oozing through cracks in reality. Similarly, Cthulhu has a telepathic effect that increases by Stage. At Stage One, fear grips everyone as Cthulhu's mind contacts theirs. At Stage Four, people who fail to resist become Cthulhu's willing slaves. Other Great Old Ones have similar effects. There is always a nucleus, or center point, that can be attacked or otherwise targeted in an attempt to push the Great Old One back to a weaker stage, and eventually cause it to retreat from reality, at least temporarily.

In this way, players can thwart Cthulhu and yet feel that he was a terrifying, growing, threat that could easily have overthrown the world. And that may yet return!

MONSTERS

We have sought to do justice to the other creatures of Lovecraftian lore — treating them as more than piles of stats. For instance, those familiar with the Mythos know flying polyps are one of the most terrifying species Lovecraft ever described, with a history to back up their reputation. Lovecraft states that they caused the extinction of the dinosaurs, for example! The flying polyps are genius-level predators with terrifying abilities. They shift in and out of visibility, and at any given time much of their existence is on other planes of existence. Their polypous, gestalt nature means that the various parts of their body are not necessarily even adjacent to one another.





In our Pathfinder rules for the flying polyp, the polyps can manifest as several separate bodies which can move and maneuver independently, but each is a part of a single polyp. Thus, this one monster can surround a party, or try to split it, using its bodies as tools! Thus, the polyp becomes a dynamic tactical challenge, unlike any other. A creature with multiple bodies, each shifting in and out of existence.

The Children of Yog-Sothoth are prominent in Lovecraft's story *The Dunwich Horror*, in which the interdimensional Yog-Sothoth fathers two children upon a wizard's daughter. One of the children can pass for human, at least when wearing long pants and shirts that button up to the neck and wrists, though there is still obviously something wrong with him. The other child is an oft-invisible, mix of tentacles and jointed limbs bigger than an elephant.

We wanted these creatures in our game, so to represent them, we gave them three categories. One (the weakest) is the Mutant, representing the nearly-human hybrid. The Spawn of Yog-Sothoth represents the other end of the spectrum – the colossal, insect/octopus Thing that appears only at the end of *The Dunwich Horror*. We also created an intermediate stage, balanced between the extremes, and we named this the Abomination. But really, all represent the order of being – a cross between an Outer God and a human.

But in the story, there was more to these entities than simple gross monsters – they are not created by a whim. No indeed, the



Outer Gods spawn them for a purpose – to open the magical gateways that can bring them to the world, where they can rule again. So, these entities are always acting and plotting and working and evolving physically to bring about this final apocalypse, which means of course they make terrific opponents for a great horror-based campaign, in which the heroes must stop them to prevent the final catastrophe.

In this way, we have sought to bring Lovecraft to life, combining horror and heroic fantasy in a satisfying way.

...

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known



work from that time is the cult game *Call of Cthulhu*, which has been translated into many languages and is still played worldwide. He also worked on many other published projects, such as *Runequest*, *Stormbringer*, *Elfquest* and even the *Ghostbusters RPG*, and was instrumental in the creation of dozens of scenario packs and expansions. He also acted as developer on the original *Arkham Horror* board game. In 2013 he founded *Petersen Games* which has released a series of highly successful boardgame projects, including *Theomachy*, *Orcs Must Die!* the board game, and the much-admired *Cthulhu Wars*. His games have sold tens of millions of copies worldwide, and he has received dozens of awards from the game industry.

Star Crossed



STAR CROSSED

BPG 050 \$50.00 | Available December 2018!

Bully Pulpit Games' Jason Morningstar sat down with game designer Alex Roberts to hear about what makes her new tabletop roleplaying game *Star Crossed* interesting and fun, as well as her opinion on alien brain parasite romance.

JASON: Hi, Alex!

ALEX: Hello!

JASON: Tell us about *Star Crossed*. What's the elevator pitch?

ALEX: It's the two-player game of forbidden love! You play two characters who are really into each other but have some compelling reason not to act on their feelings. It's all based around an increasingly shaky tower of wooden bricks — you pull bricks from it when the characters get closer, but if the tower falls, they act on their feelings!

JASON: That sounds great. What is it like to play?



ALEX: Everything about the game's story is decided between the players when they sit down to play. While you build your tower, you answer questions about the world your characters are in and what's keeping them apart. Then, you role-play a series of scenes about their developing relationship. When you do something that draws them closer, you pull a brick from the tower and put it on top. Sometimes the game ends before the tower falls... but not very often!

JASON: The precarious tower is such a nice metaphor for romantic tension.

ALEX: Oh, it really is. Playtesting was so much fun, because I could see the mixed emotions people had about the tower. They didn't want it to fall, but at the same time they wanted so badly to find out what happened if it did!

JASON: It feels like *Star Crossed* could be pretty intense, but it could also be a little more light and silly.



ALEX: Some people go totally over-the-top comedic with it. Other players decide on a serious reason why their characters shouldn't be together and explore the painful territory that comes with your heart wanting something your ethics won't allow.

JASON: What's the most delightful character pairing you've ever seen?

ALEX: Not everyone loves this as much as I do, but I have to say the terminally ill man and the spacefaring brain parasite. She asked to live in his brain for a while, giving him an extended and healthier life, and offering her the chance to learn about humans from, well, a first-hand perspective.

JASON: That's really weird and sweet. I bet people surprise you all the time with interesting characters and situations.





ALEX: Oh gosh, literally every game has been a surprise. Two lawyers at the same firm? How understated. The Thief and the White Mage? I guess that would be complicated. Two-man bobsled team? Oh my!

JASON: Do you think *Star Crossed* has broad appeal? Is it a “couples” game or could you play it with a friend? What sort of gamer is going to absolutely love it?

ALEX: The vast majority of playtests were at gaming conventions, with players who were generally strangers. At least when they first sat down! I admit I have a certain warm feeling when couples tell me they’ve played, especially when one of them doesn’t usually get into roleplaying. But couples don’t have a better time with the game, necessarily.

JASON: Nerding out for a moment, *Star Crossed* does some really interesting things design-wise. What feature of the game’s design are you most excited about and proud of?

ALEX: I am so glad you asked, because the tower gets all the attention but it’s the scene cards I’m most proud of! *Star Crossed* is played as a series of up to eight scenes, each of which has a corresponding title card. They’re always played in the same order. The cards themselves keep the story on a certain arc, while providing a little creative prompt in a game where players generate a lot of content on their own. But perhaps more importantly, the act of ending one scene and beginning another allows players to take a moment — I like for players to carefully calibrate and plan throughout the story.

JASON: The art is really delightful.

ALEX: Okay, now I get to nerd out! It was such a pleasure to work with Jess Fink. If you’re familiar with her work — like the erotic robotic Victorian romance *Chester 5000 XYV* — it will not surprise you that I could tell Jess “cosmonaut and faun” and immediately get back enthusiasm and a spot-on sketch.

JASON: What’s next for *Star Crossed*? When can I get my hands on a copy?

ALEX: We’ll be sending copies out to our retail partners by the end of November. That means people can have it in time for the holidays!

JASON: Thanks for your time, Alex!

ALEX: My pleasure.

...

Alex Roberts is a game designer best known for her interview podcast *Backstory on the ONE SHOT Network*. *Star Crossed* is her first solo project, and she has contributed to games such as *Dialect*, *Threadbare*, and the *#Feminism nanogame* collection. In addition to doing her own design work, she is currently the Production Coordinator with *Bully Pulpit Games*.





PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #4 - PAINTING YELLOW

Welcome to the latest "episode" of Painting Happy Lil Minis in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page - Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice to the table.

TECHNIQUES - WASHING, SHADING, AND HIGHLIGHTING

Shading is a broad term that can be applied to techniques where the first layer is light and the subsequent layers "shade" the model with darker tones.

Washing is an example of a relatively quick approach to shading. You start with a light basecoat and then paint thinned, darker tone over the basecoat, which tends to settle in the recesses/shadows of the model, as shown on the swatches to the right and the Gregor Clegane model (from CMON's *A Song of Ice & Fire*) on the next page.

You can apply as many layers of a wash as you like to create the appearance you are after. The wash will run into the crevices and shadowed areas, and when it is applied all over a particular section of a model it will also tint the base color, even on the upper areas.

For additional depth, you can thin down another color (here we used a brown with a bit more orange in it) and paint that specifically into shadowed areas.

With such large areas of saturated yellow, it was important to come back and highlight the folds in the cloth of The Mountain's cloak, tabard, and caparison.





1 Prime the model with white spray. You want to make sure your coverage is smooth and solid to help the yellow paint "pop".



2 The first layer is a coat of Vallejo Game Color Sun Yellow, painted smoothly over the cloak and shield.



3 The next step is a wash of Citadel Seraphim Sepia, painted over all of the yellow cloak and shield. This will also act as a filter over your yellow, darkening it a little.



4 To shade the cloak and shield further, mix some thinned Citadel Skrag Brown with the Citadel Seraphim Sepia and paint it carefully into the shadowed areas.



5 Washes tend to darken the original basecoat, even on the higher areas. To bring some contrast back to the cloak, Dave applied a highlight layer using a 70:30 mix the basecoat, Sun Yellow, and Vallejo Model Color Ivory.



6 To add a bit of "pop", Dave created a mix of Sun Yellow and Ivory in a 30:70 ratio. This was painted primarily along the top edges of the folds and the top of the shield.

WHY IS YELLOW TOUGH TO PAINT?

There are some paint colors that always seem to be difficult to work with. Vibrant reds, oranges, and particularly yellow, typically fall in this category. Why is that?

Well, model paints are usually tiny specks of pigment floating in a medium to enable the paint to be applied to a surface. The pigments used in saturated yellow acrylic paints tend to be quite translucent. To overcome this translucency you would need to really increase the pigment:medium ratio, usually to the point where the paint would be too thick to apply smoothly.

Solution? Take your time, apply thin coats as needed, and work with a white/cream undercoat.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



CHARTERSTONE: A VILLAGE-BUILDING LEGACY GAME (GTG STM700)

From Stonemaier Games, reviewed by Eric Steiger

 14 & Up	 1 - 6 Players
 45 - 75 Minutes	 \$70.00

Reviewing *Charterstone* from Stonemaier Games takes a little bit of finesse. As a legacy-style game, it's difficult to give a thorough explanation without spoiling valuable surprises that you will encounter further down the road. So the best that can really be done is to give an overview of how the game plays at first, while making sure you understand that this will change over the course of the 12 sessions that make up a session of *Charterstone*.

At its heart, *Charterstone* is a relatively straightforward worker placement Euro-style game. At the beginning of your first game, each player will have two workers (one large, one small) to place on various locations in your fledgling village. On your turn, you either place a worker or, if you have none remaining, pull them all back to your supply. If you placed a worker in a spot occupied by another worker (yours or an opponent's), that worker goes back to its owner's supply (and putting off the time when they must inevitably spend their turn pulling back their workers). Options for worker placement include the five central buildings in the village commons, as well as the building(s) in each player's Charter — the section of the village in which that player will build up their own territory.



The two most important buildings in early games of *Charterstone* are the Zeppelin, which allow you to build in your Charter, peeling the sticker off of a building card you control and sticking it to your section of the board, and the Charterstone, which allows you to "unlock the chest" on that peeled card. Unlocking the chest means looking up the card's number on an index and getting more cards for you to use — better buildings or upgrades, a new "persona" for your player with special abilities, and more. This mechanic is one of the most ingenious elements of *Charterstone*, and would not function outside of the legacy-style environment. Unlocking a chest puts building cards in front of you, giving you the opportunity to build those cards and unlock the chests on them during the current game. But if you don't manage to do that, the cards go into the general supply for future games, allowing any other player to buy them from the market and build or unlock them. The only way to carry over game elements in your inventory (whether cards, resource tokens, or money) is to generate and use Capacity in your Charter Chest — victory points in a game session translate into Glory, which is used to



buy Capacity upgrades between sessions. One interesting side effect of this mechanic is that, while the winner of each game does matter, it is more beneficial for a player to gain more points for themselves and generate Glory, than to keep another player from winning by costing them points. This helps keep games friendly.

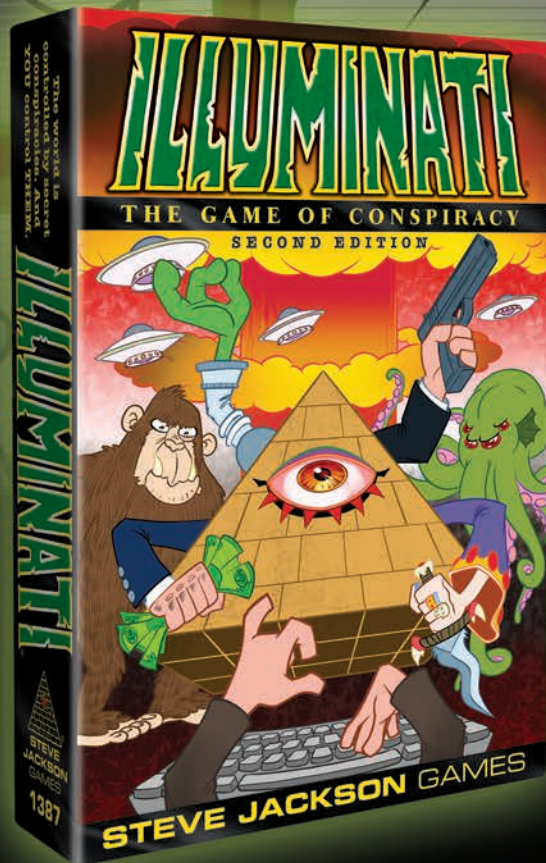
The other novel mechanic of the game is Influence, which is the organic built-in timer for the game. Important actions, whether building, unlocking chests, trading resources for VP with the Cloud Port, or fulfilling objectives (essentially, anything that earns you victory points) all cost you a certain amount of influence, as well as advancing a token on the timer track. Once a player runs out of Influence, the timer token advances on their turn, bringing you one step closer to ending the game. This causes a fascinating economic buildup, with players doing their best to generate resources before the timer starts moving in earnest, and then scrambling to spend them all once somebody finally starts the clock.

Like most Legacy-style games, *Charterstone* is best when you have a dedicated group of up to six players willing to meet consistently on a regular basis. That said, the game does support adding new players midway through a campaign, as well as including rules for "automa" to act as a player for an uncontrolled Charter. These rules are especially useful for the game's solitaire option. Additionally, unlike most Legacy-style games, the game is far more than just a memento and paperweight once you finish the campaign. Not only is the final product a unique worker-placement game that supports unlimited continued play, but the board is double-sided, allowing you to play an entirely new campaign on the reverse-side with the use of a *Recharge Pack* (sold separately), containing all of the cards and components necessary to restart a campaign from Game 1 with entirely new players and new choices.

...

Eric is your friend, and friends wouldn't let you play bad games.





They are all around us.
Secret conspiracies are
everywhere.





BAD DOCTOR (MDG 4326)

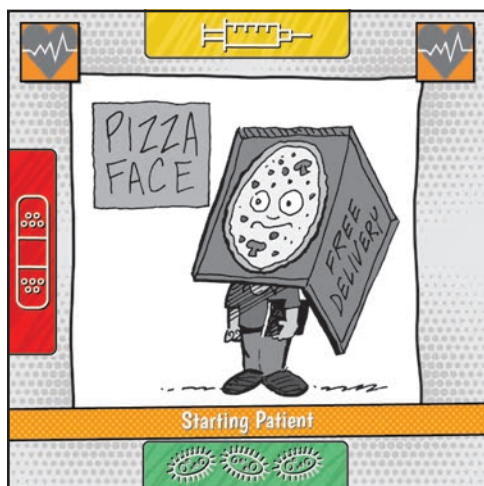
From Mayday Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



	10 & Up		2 - 4 Players
	30 - 40 Minutes		\$35.00

Here is a wonderful game by one of our favorite vendors, Mayday! *Bad Doctor* is a 2 to 4 player game, and played really well with just the two of us. One of the attributes we like about any game is when it has easy-to-understand rules, so you can learn how to play the game quickly and get right into it. That was the case here. The rule book is a simple five pages with lots of good illustrations. We were playing within 10 minutes of opening the box and punching the pieces.

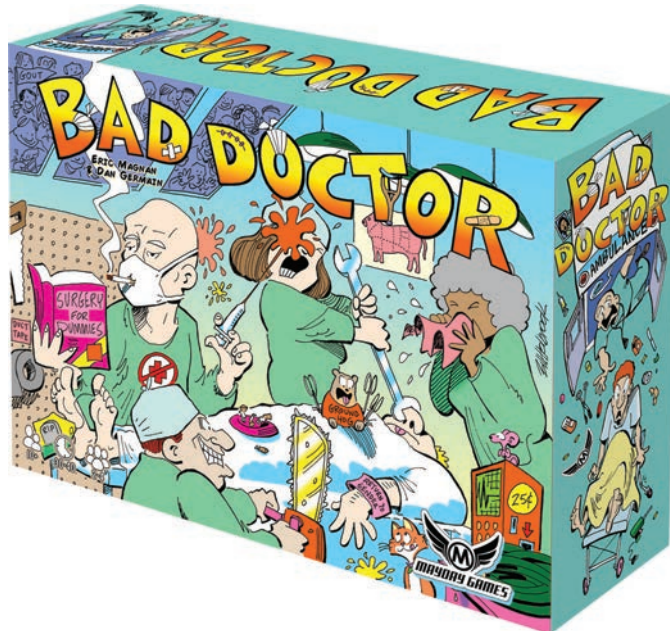
The scene of the game is a lousy and overcrowded hospital with overworked, burned out doctors! (I am sure of few of us have been to this very same hospital! Ha ha!) Each player is a doctor, and the goal is to keep patients alive on your shift. If you're lucky, you *might* even cure someone! But, it's not as easy as it sounds! You earn points from doctor markers on patients who actually cured, or tried to cure but died on someone else's shift (Hey that wasn't my fault!) The player to collect eight or more markers triggers the end of the game, and whoever has the most markers wins! So, let's see how this is all done!



GAME SETUP

It is very easy to setup and get right into playing.

Each player chooses the doctor they want to be, and they receive a doctor board and the matching doctor markers. The doctor board tracks your score and shows turn order for a handy reference. For a two-player game we got 20 markers each, but with more players you get fewer – this gives the game some balance. There is a set of treatment tiles that are shuffled, and a draw pile is placed on the table. Each player starts with two face-up treatment tiles in their player area. Treatment tiles are used during your turn to treat patients in the hospital, but also show actions to take. There are also patient tiles that are shuffled and placed as a draw pile on the table. There are four *starting patients* that you use to start the game, which are placed between the players to form the hospital. Unless an action changes this, you typically have four patients in the hospital at any given time. On each patient you place a shift token which shows whether or not that patient was visited during a shift (turn) – they all start on the unvisited side. Last, there is a set of 15 *complication cubes* set to side on the table – these are not your friend unless you can leave them for other players to deal with!



HOW IS IT PLAYED?

There are four steps to your turn... But, think about them before you move too fast!



- You must perform two actions: Draw a treatment tile, place a treatment tile, or place or draw two tiles. Drawing is taking a new tile from the draw pile in putting it face up in your area. You can only have five at any given time in your play area. Placing takes some careful consideration. Each patient in the hospital may have up to four maladies. The more they have, the harder to cure. Each treatment tile has maladies marked along its edges that you place and match to a patient to cure that malady. However, the treatment tiles may *cause* more maladies, too! To fully cure a patient, *all* maladies have to be cured, which can be a challenge! When you cure a malady, you cover it with your doctor marker to show who cured it. The shift token on that patient is turned over to show that you visited him or her.
- If any patients are cured during your turn (no maladies left open), the doctor who placed the last marker takes all his or her markers from that patient and puts them in the score pile on their player board. The other doctor markers on that patient go back to the other doctor's supply. Treatment tiles are placed in a discard pile and the patient is replaced with a new patient! (it never ends... just like in a real hospital!)

- Any patients not visited by you that turn each receive a complication cube. There is a varying number of spots on each patient card to place these. When all spots are taken, if the next player can't remove those cubes or cure that patient, that patient will die during this phase (uh oh!) However, when complication cubes are added or taken away, that patient is marked as visited. If the patient dies on your shift, one of your doctor markers from your supply is taken out of the game (like getting a demerit!). Even worse, any other players' markers on that patient are given to them to score! It's a double hit on you! So, keeping patients alive just long enough for your shift to end is a big part of winning this game.
- Prepare for the next shift (next player) – all shift tokens go back to unvisited, and make sure there are at least four patients in the hospital.



We must say that strategy is key to this game – you need to think ahead and try to figure out how to mess up the other player's shift. Honestly, that was the best part! We like the competition, and this game surely brought that to the table. We laughed a lot, and we definitely dished out the "Ha! Take that!" language during this game. One thing to mention here on strategy is when you place a treatment tile, they have actions that can be taken like: Draw more treatment tiles or remove treatment tiles from the board (messing with the other doctors' cures), remove a complication cube from a patient, or move one to another patient. All these actions become very important to help you succeed in curing patients and keeping them alive, while at the same time making harder for other players to do the same.

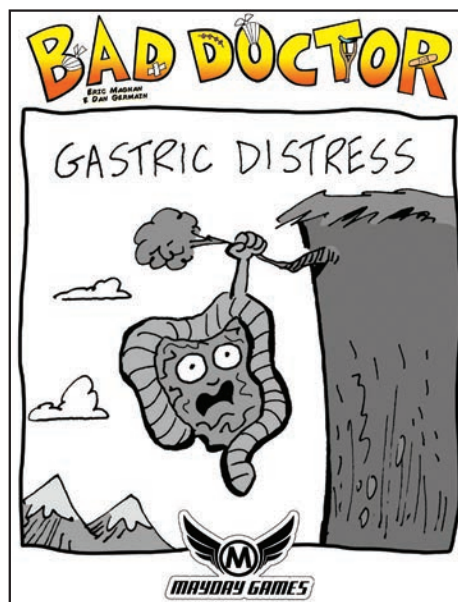
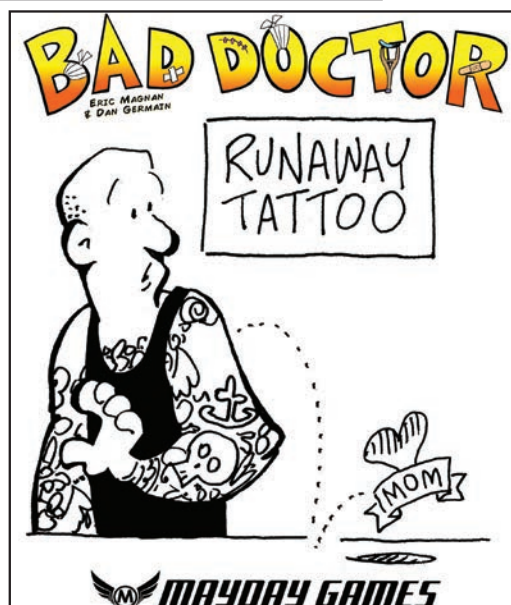
TIMING OF THE GAME

The game time stated on the box was right on the money. For the two of us it took less than 30 minutes to play. We loved it so much we immediately played again!

In conclusion, we think you should give this game a try. We will certainly be playing again, hopefully with some of our friends. If you have children in your home, this may be a fun game for them as well!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



WAR CHEST (AEG 7035)

From Alderac Entertainment Group, reviewed by John and Isaac Kaufeld

 14 & Up	 2 - 4 Players
 25 - 60 Minutes	 \$49.99

The stage is set for chivalrous battle. You, your forces, your keen strategy, and a bit of luck will decide the outcome.

In *War Chest* from Alderac Entertainment Group (AEG), two or four leaders deploy their brave knights, bold warrior priests, sharp-eyed archers, and more to the field of honor in hope of vanquishing their foe and taking control of vital positions to declare victory. It's a storyline that most gamers know, love, and played multiple times in the past, but AEG wraps the concept in a clever design that makes you think and strategize in entirely new ways.

Spoiler: This game has WOW! written all over it. (And for those of you keeping score at home, that's the enthusiastic wow, not a reference to the computer game of the same initials.)

Here are the top five bits of battlefield intelligence you need to know about *War Chest*.

ASYMMETRICAL, BUT BALANCED

Players in *War Chest* command an army made up of four types of units drawn from a pool of 16 unique options. Players begin the game by deciding how to pick their forces (more about that in a moment). This setup creates asymmetrical armies, rather than identical ones like chess.

Kudos to the design team on balancing the units so carefully. In our test games, we found some combinations that naturally work together (Archer and Scout comes to mind), but nothing we could call "broken." Likewise, combinations that looked strange at first blush often revealed surprising strengths during play.

DRAFTED, HISTORICAL, OR RANDOM

A deck of unit cards provides the details you need to know about each unit. The game offers several ways for players to use the deck for selecting their playing pieces. This flexibility made replays delightful.

For the introductory game, the rules suggest a pre-set mix of units. From there, you can try one of the setups inspired by famous battles (the Battle of Bannockburn was especially fun for us), use a drafting option (lay out eight random cards and take turns choosing one), go all-out random by shuffling the cards and dealing them out.

GRAB YOUR BAG OF CHIPS

Units are represented by sturdy poker-like chips with the unit's icon on one side and generic art on the back. The pieces feel good in your hand and make a satisfying sound when you snap them onto the board during play.

You begin the game by placing two chips of each unit into your playing bag, along with a non-unit chip called the Royal Coin, which can only be played face-down. On your turn, you mix the chips in the bag and secretly draw three of them to use.

BOTH UNITS AND ACTION TOKENS

Your unit chips act as both playable forces and action tokens, giving you four opportunities to do things each turn.

You can play a chip face-up to deploy it onto one of the locations you control or, if you already have one of those units on the board, stack the chip on top of it to make it stronger. You can also discard the chip face-up to take an action with a matching unit, such as attack, move, use a special ability (called a "tactic"), or control a location.



Chips can be discarded face-down to take the first player marker or to add another unit coin to your forces.

MANAGING YOUR BAG

The dual use of the chips combined with randomly drawing them from the bag each round creates some very interesting (and challenging) strategic decisions in the game. Carefully managing the number of chips in your bag becomes an important part of playing, as does paying attention to which chips your opponent recruits and plays.

You also need to consider the outcomes of battles. Chips lost in an attack are truly lost. They don't go into your discard; instead, they leave the game completely. Every unit chip you lose affects your ability to do things with the remaining units of that type, adding another layer of intrigue and strategy to the game.

THE VERDICT

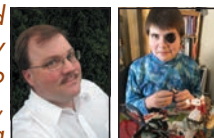
With simplified fighting units, a very flexible army creation system, and a delicious balance between luck and skill, *War Chest* deceptively looks like a light filler game. But just a few turns into the game, you begin to feel the power under the design as the number of lost chips grows and your options start to narrow.

The asymmetrical army building gives players huge replay value. Since the included box insert has some empty spaces — and the box itself has room for another full insert or two — we anticipate expansions coming in the future.

War Chest brings a very fresh approach to the classic war game concept. If you like a head-to-head style of game, then find a worthy opponent and put this on your table.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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FANTASYFLIGHTGAMES.COM

VA103 - \$39.95

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ISTANBUL: THE DICE GAME (AEG 7024)

From Alderac Entertainment Group, reviewed by Rebecca Kaufeld

 14 & Up	 2 - 4 Merchants
 30 Minutes	 \$29.99

Rubies. Everyone wants them. A vision of royalty and importance, a representation of wealth... a beautiful, shimmering, ego-stoking image of earthly perfection. They're the ultimate accessory for nobles, wealthy patrons, and merchants... certainly the ones with vision, like yourself.

Competition is fierce, but you have five assistants at your disposal. Their loyalty is undeniable; whether it's primarily for your name or your wealth is negotiable, but the passion behind it makes that inconsequential. They will honor you. They will succeed. And you will become Master of the Trade Guild.

Your victory is sure. All you have left now is to win.

INSIDE THE MARKETPLACE

The marketplace is a difficult beast. Some goods, like cloth, fruits, spices, and jewelry, will be in constant demand and popularity. If the locals decide against purchasing, surely a curious tourist will need one to take home. It's vital to keep these in stock, as everyone can agree on their price and value. Rubies, however... that's a different matter entirely.

You see, every day - each round - is an opportunity for business. Your assistants (that is, your handful of dice) will scour the market for you, gathering the deals of the day. By taking actions, you can trade with other merchants, who pay handsomely for what they don't have. Remember, variety is king; not only will they accept matching goods, but they also honor mismatched bundles of different units... jewelry and spices, two cloths, or fruits, jewelry, and spices together fetch a nice bargain these days.

GET THE GOODS

For your goods, there are more standard trades. Two of the same item will give you one goods tile, or a product of your choice to save for another turn. Two different ones yield a crystal, which can allow special actions like re-rolling dice. Three goods will purchase a brown good, which can represent any other item in a trade. For all four options together, they pay a high price of two goods tiles. After all, that kind of luck is hard to find.

Sometimes your assistants find Lira (money) or Bazaar cards. Lira are always a marvelous find - you'll need them to purchase your precious rubies. Bazaar cards are also important, but in a more unusual way.

SOME BAZAAR ITEMS...

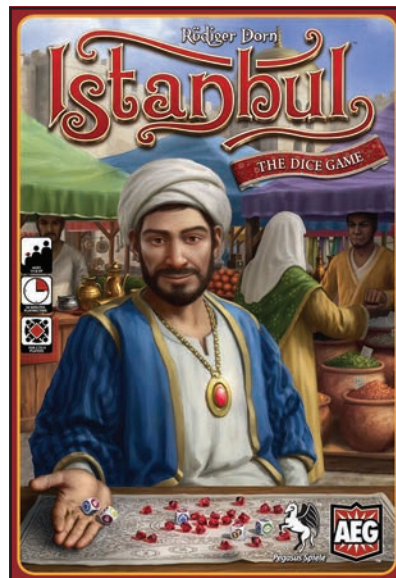
The Bazaar always has new merchandise, and you'll never know what's available until you start looking. When your assistants find something interesting, they'll notify you - armed with a card symbol on their dice, you can make your way to the heart of the Bazaar with your brilliant intuition to find their discoveries.

Each Bazaar card has a different type of bonus available for players to use. Unlike Mosque cards, their value remains hidden; instead of selecting from face-up options, players flip over one Bazaar card for each card symbol on their Assistant dice. Then, the player selects a single card for immediate action.

Bazaar actions reward all different kinds of players. Some help only you - spend specific resources for rubies, trade them for crystals, or get a new Mosque tile. Others help everyone, but with an added bonus for you: everyone else gets either one crystal or 3 Lira... but you get both.

... AND MOSQUE TILES

The final market piece are Mosque tiles. These tiles, available for purchase through the market, offer ongoing blessing and opportunity to



their lucky owners. Whereas all other players must rely on their assistants for Lira, cards, and resources, Mosque tiles give them as extra bonuses at the beginning of their owners' turns. They also help a bit more than that, too...

Some Mosque tiles have an unusual benefit that can't be found anywhere else in the game. Not only do they bestow goods and resources, but they can perform three advantages: giving an additional action during their player's turn, donating a good alongside earned Lira, and hiring another assistant for your business.

RUBY-COLORED GLASSES

So, you have your goods, your Lira, your Mosque tiles, and sometimes a Bazaar card in your favor. Now, you must be ready to purchase your pride and desire: rubies.

Rubies are hidden all over the marketplace. You can purchase them a variety of ways: with specific goods (jewelry, cloth, fruit or spices), a combination of goods (one of each type of good, plus any visible goods), or the time-old tradition of Lira (or, the amount shown on the board).

A final word of caution: the heart of the market is business, and the ebb and flow of expense ever changes. The cost of rubies will increase as their purchase becomes more frequent; buy early, and the less expensive they will be. Although they seem to be in abundance in the beginning, remember that there are other merchants out to win, too.

Good luck, faithful merchant! May your assistants, goods, Bazaar cards, Mosque cards, and Lira serve you well. May your rubies collect in abundance, and your influence grow with each day. And perhaps, using shrewd business and some manufactured luck... may you become Master of the Trade Guild after all.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



SANDY PETERSEN'S CTHULHU MYTHOS

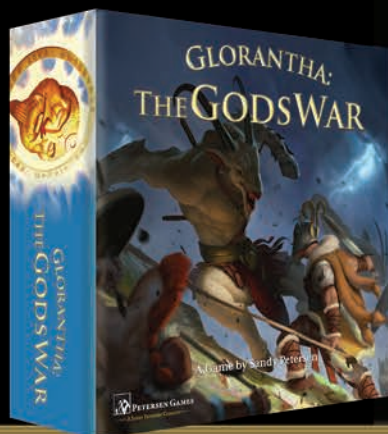
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MASTERS OF ORION (CZE 02505)

From Cryptozoic Entertainment, reviewed by Thomas Riccardi

 12 & Up	 2 - 4 Players
 40 - 60 Minutes	 \$35.00

I remember when the original game *Masters of Orion* came out back in 1993 and I was hooked on it. There was so much to do in the game as you could create your own armada to conquer the depths of unknown space. To me this one of the games that I grew up with in the 4x base (standing for eXpand, eXplore, eXploit and eXterminate) and while it has gone through many versions (including the horrible *Masters of Orion III*) they have re-released it with a brand new graphical engine with the same engaging gameplay. The folks over at Cryptozoic Entertainment have followed suit with making a card game based off the *Masters of Orion* universe however, is this a game you are going to want to play or would you rather boot up your computer?

This game represents all the eight factions that are in the game from the fierce warrior cat race Mrrshans to the nature loving bear warriors known as the Bulrathi. Each of these races has their own civilization board which has all the data needed to play the game. It starts out by determining what resources you will start out with as you will put markers on the circled areas. These resources are for food, fleet and production and each of these resources are important for playing the various cards that you will need to build out your systems. You also gain resources through either the cards in your hands or the ones you play on your systems. Each player has four systems that they are trying to colonize and while each of these cards will generate resources that you can use to build and expand the top card of each system's special ability is the only one that can be used. So you need to choose carefully as once you play a card on top of another one you can't undo it and are stuck with the top card for each system. There is also a track that you need to pay attention to and that is the civilizations morale. The reason for this is if your morale drops too low you might not be able to play certain cards as they have a requirement of having a certain morale (usually six or greater). Also, if your morale drops below zero then you are eliminated from the game. There are three ways to win the game such as your opponent has reached zero morale, each of the four systems contain five cards each or the game has reached eight turns. At the end of the last turn you count up all the cards you have as each of the cards has a point total and the person with the highest victory point total wins the game.

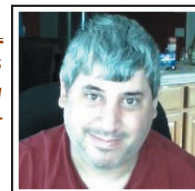


Each of the alien races in the game has an exertion rating which determines how many action cubes you get per round. And this also comes into play on how you manage your resources as with someone with a high resource in one category will get more action cubes unlike someone who has spent most of his resources will get considerably less action cubes. Action cubes are used to construct cards from your hand which you expend whatever resources that you need to build it and put it into one of your systems. Research allows you to draw three cards from the structure deck giving you more resources to build next turn. Also, if you are short on one particular resource you can spend an action cube to gain critically needed materials through trading. You can also take a propaganda action to raise your morale by three points giving you a needed break and also giving you victory points at the end of the game. You can also discard three cards to recruit an advisor from the center of the table however, you can only have one advisor at a time and the bonuses that they give you can give you an edge in the game. If you want to avoid diplomacy and attack another civilization you may do so but this costs resources and not only lowers the opponent's morale but gives you victory points. And finally you can exploit a card by discarding it and gaining the resources that are printed on the lower left on the card.

If you are a fan of *Master of Orion* or love any of the 4x games or science fiction card games on the market you need to give this game a look. With a very deep strategic element and rules that are very easy to pick up and play this is one game that fits the "easy to play but difficult to master" dynamic. For more information about this and other games head over to <https://www.cryptozoic.com/> and get ready to expand your empire.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



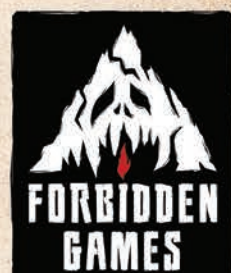
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